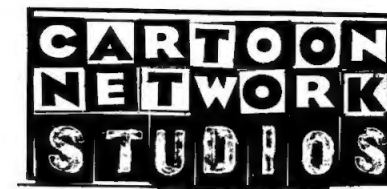




"Ghost Fly"
1025-181
Final Board



ate 04/11/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/11/14
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

Storyboard by
Cole Sanchez
& Graham Falk

Animation Studio
RDK

APR 23 2014

1025/181

1025/181

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<p>GHOST FLY</p> <p>By GRAHAM FALK COLE SANCHEZ</p>				

Sc.	Pnl.	Bg.	day	night
<p>NEXT PANEL</p>				

Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

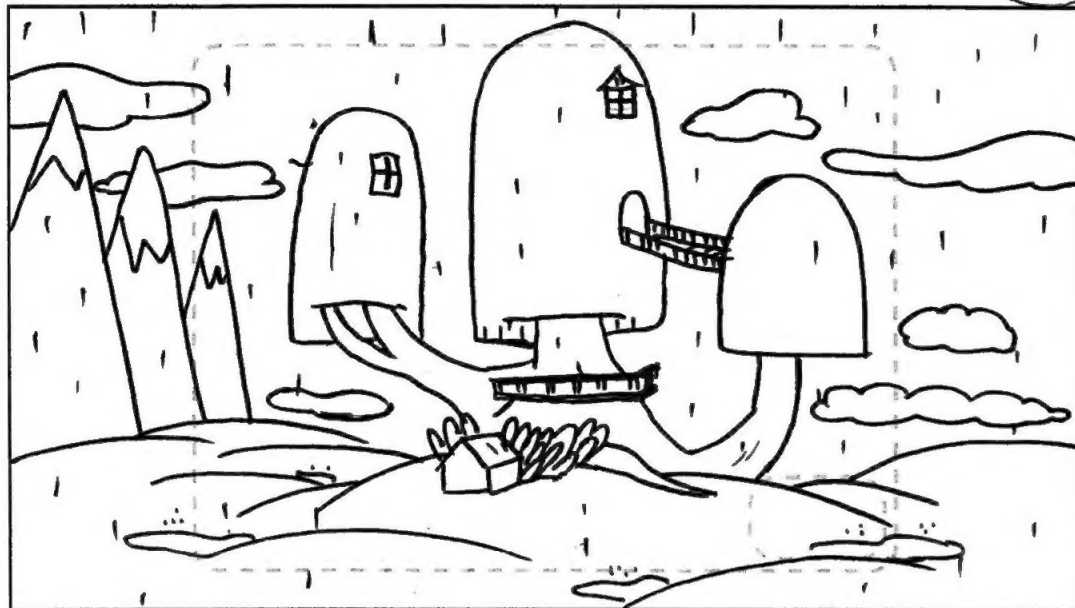
1025/181

ADVENTURE TIME

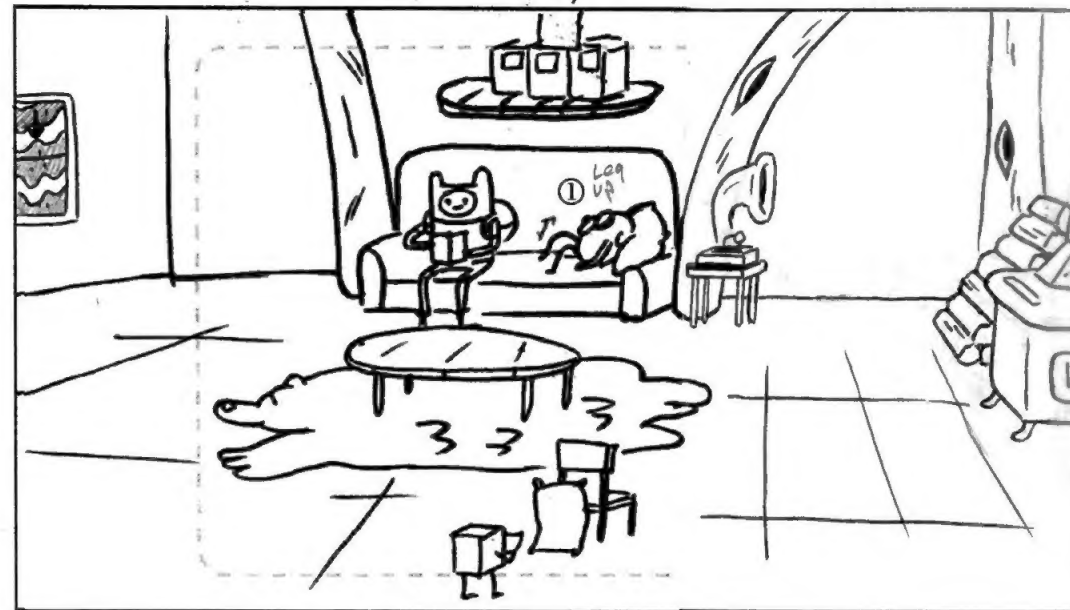


Page 01

Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg.



Dialog:

SFX - Rain (o/s)
BMO: KYA-KYA...

Action:

- EXT - TREEHOUSE - NIGHT
{ Raining }

- INT. UPSTAIRS LIVING ROOM. - FINN + BMO read, Jake looks up AT CEILING
- J's LEG BOUNCES IN AGITATION

Timing:

AI DN APR 23 2014

EPISODE # 1025-181

1025/181

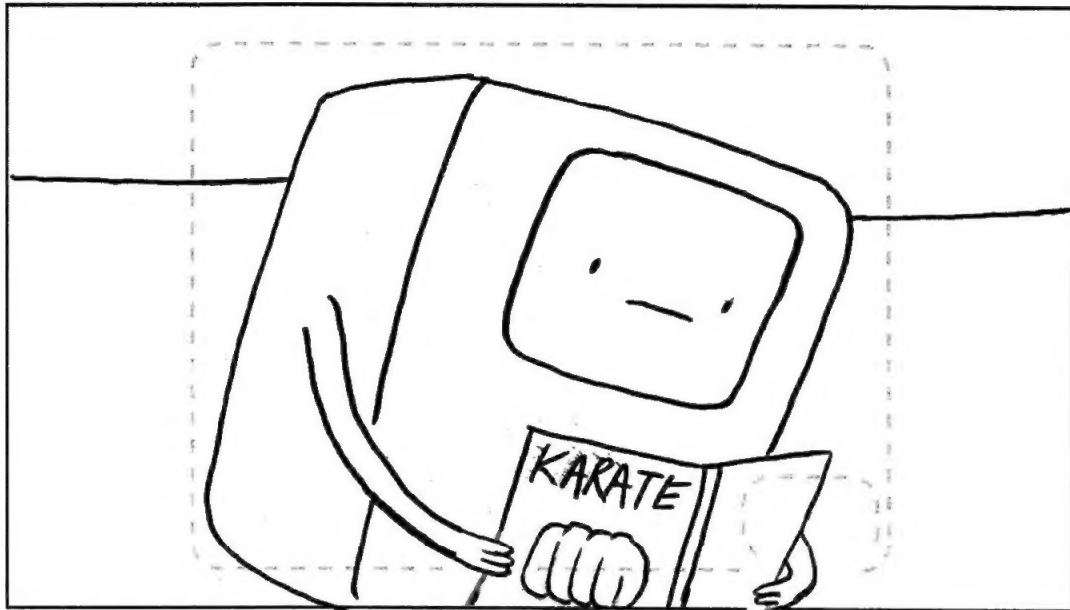
1025/181

ADVENTURE TIME

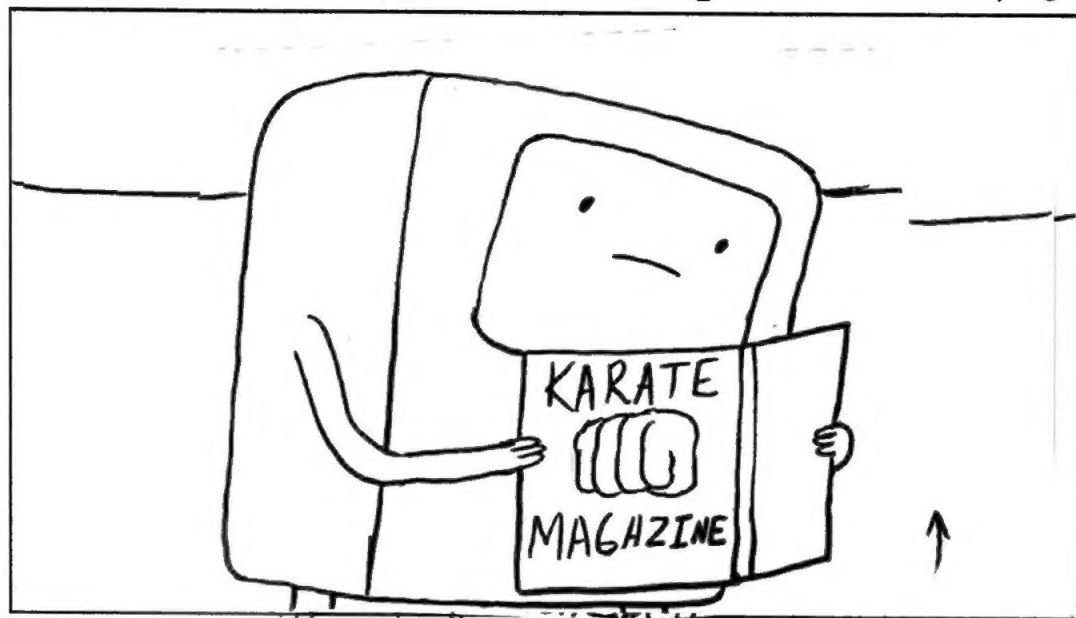


Page 2

Sc. 03 Pnl. A Bg. day night



Sc. 03 Pnl. B Bg. day night



Dialog:

BMO: Hm...

Action:

— BMO lifts karate magazine

Timing:

APR 23 2014

1025-181

EPISODE #

1025/181

Production :

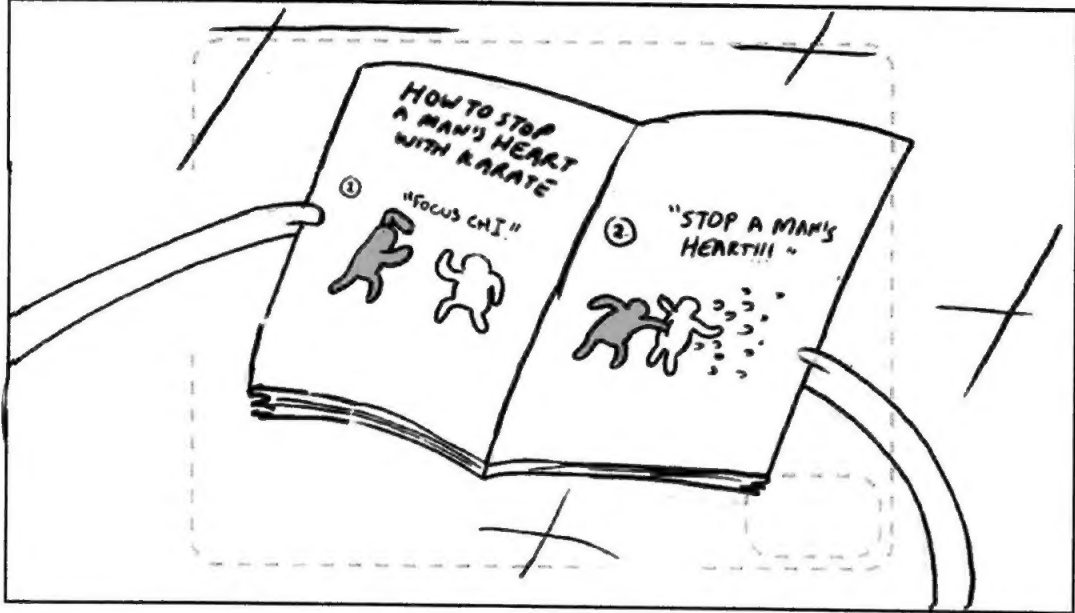
1025/181

ADVENTURE TIME

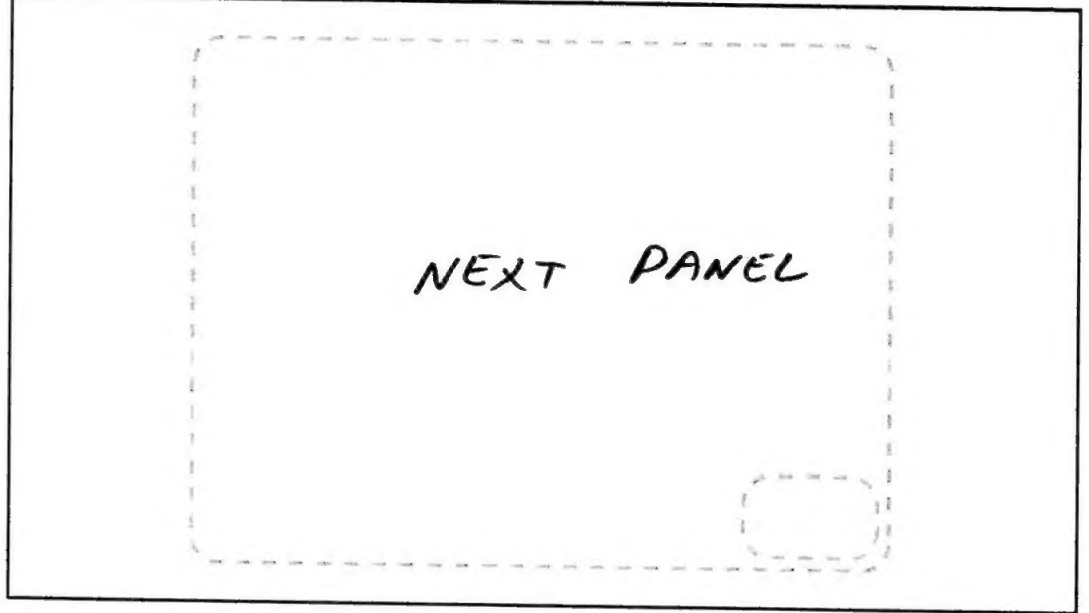


Page 03

Sc. 04 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - CU of KARATE MAGAZINE
W/ DIAGRAM OF SPECIAL TECHNIQUE.

Timing:

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1025-181

Production :

1025/181

1025/181

1025/181

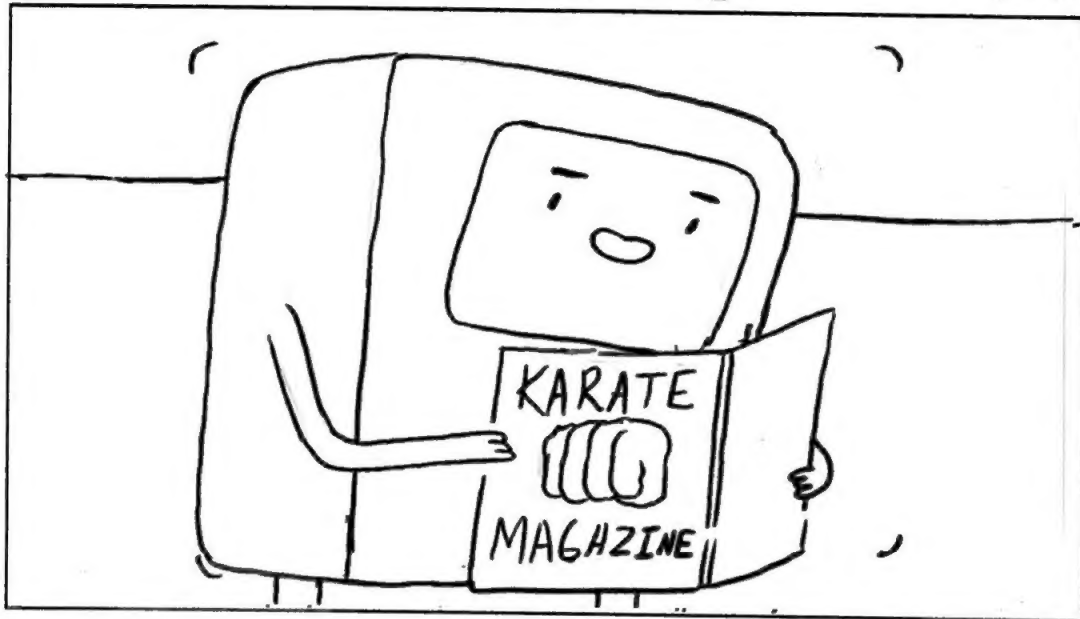
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ADVENTURE TIME

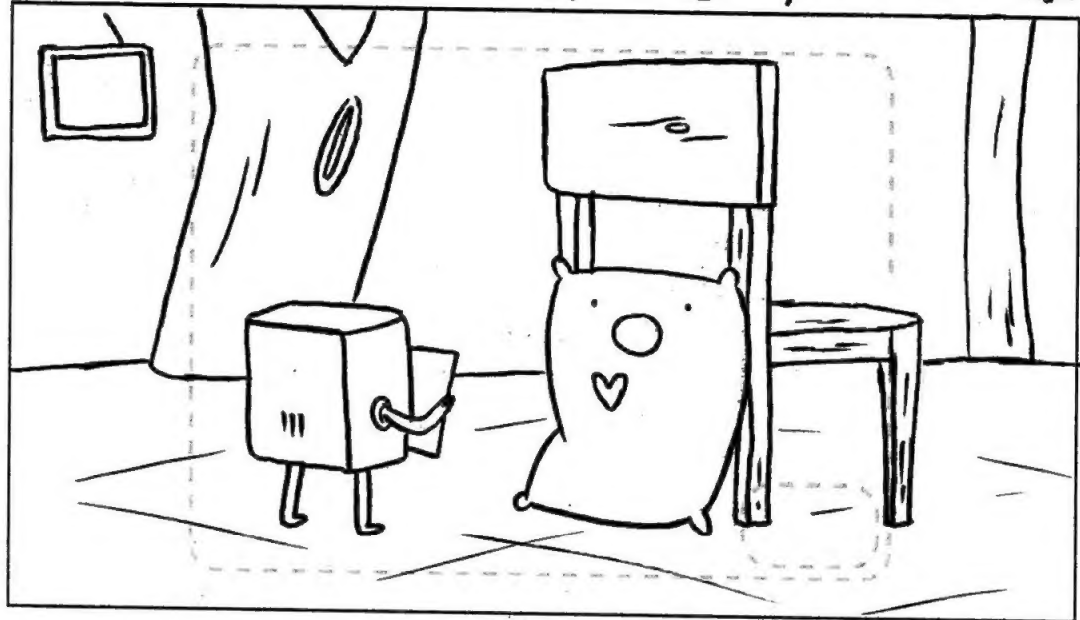


Page 04

Sc. 05 Pnl. A Bg. day night



Sc. 06 Pnl. A Bg. 8095 5016.502 night



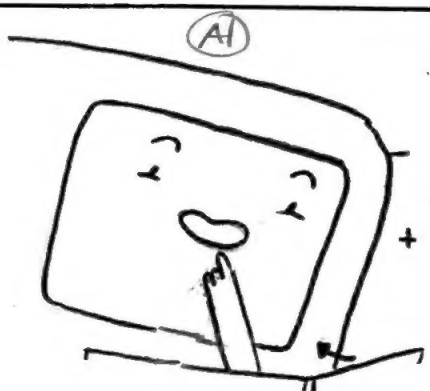
Dialog:

BMO: OH, THAT'S PRETTY
GOOD.

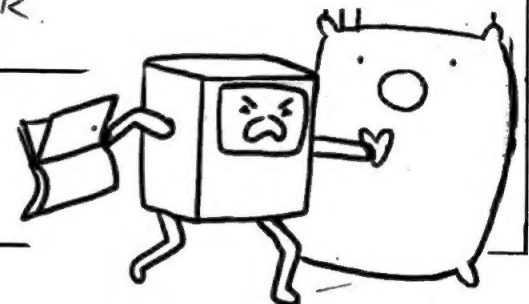
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Action:

Timing:



- PILLOW W/FACE DRAWN ON IT SITS
PROPPED AGAINST CHAIR.



EPISODE #

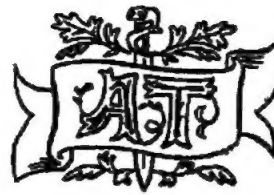
1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



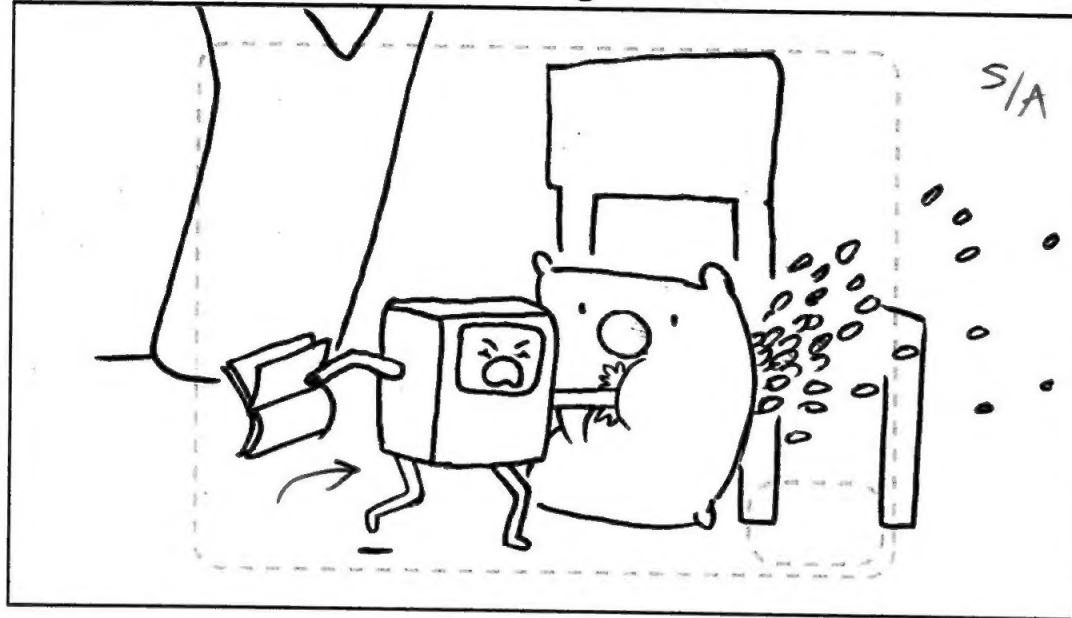
Sc.

06 cont Pnl.

6

Bg.

day night



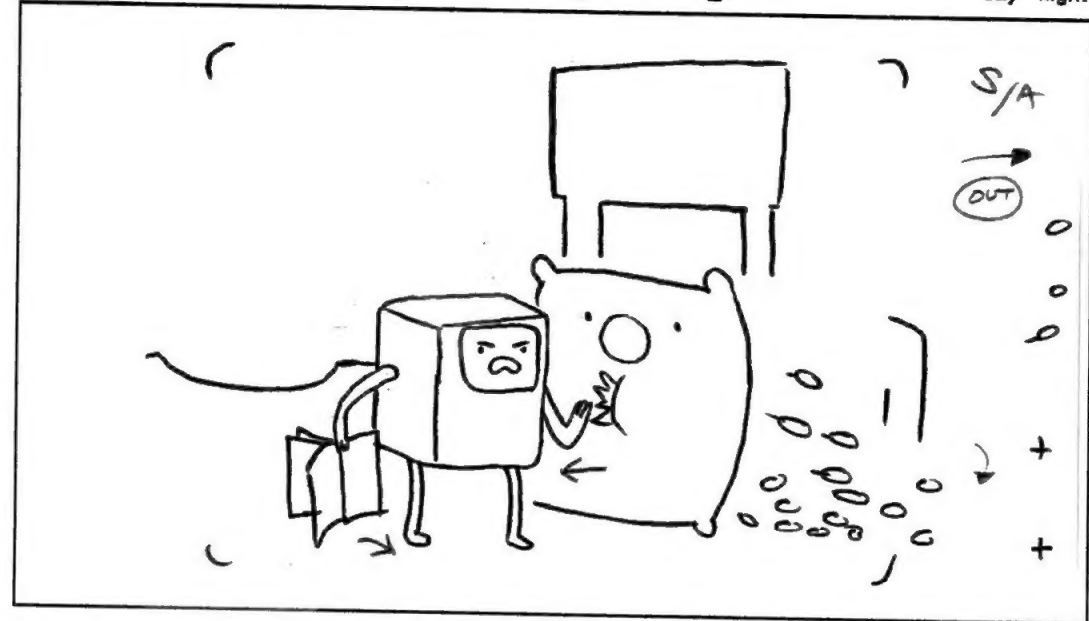
Sc.

06 cont Pnl.

C

Bg.

day night



Dialog:

BMO - KEEYA!!!!

SFX: *FWOOF*

Action:

- Bmo's hand punches through pillow.
- FEATHERS BURST OUT

Timing:

FROM PILLOW.

- BMO settles

- Some feathers exit rt. side of screen, bulk of feathers hit ground.

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Production :

1025/181

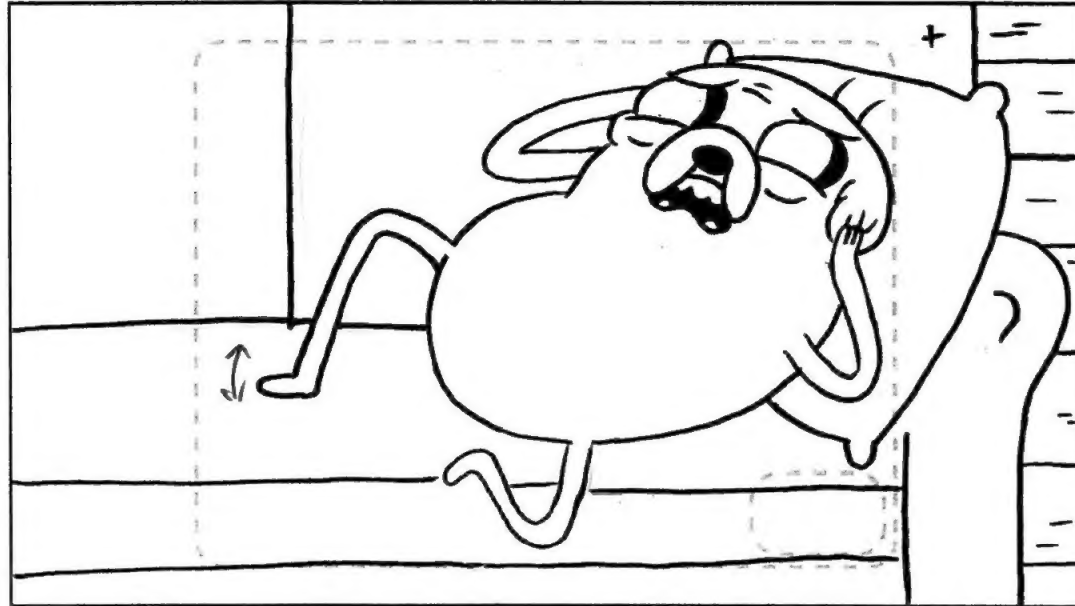
1025/181

ADVENTURE TIME

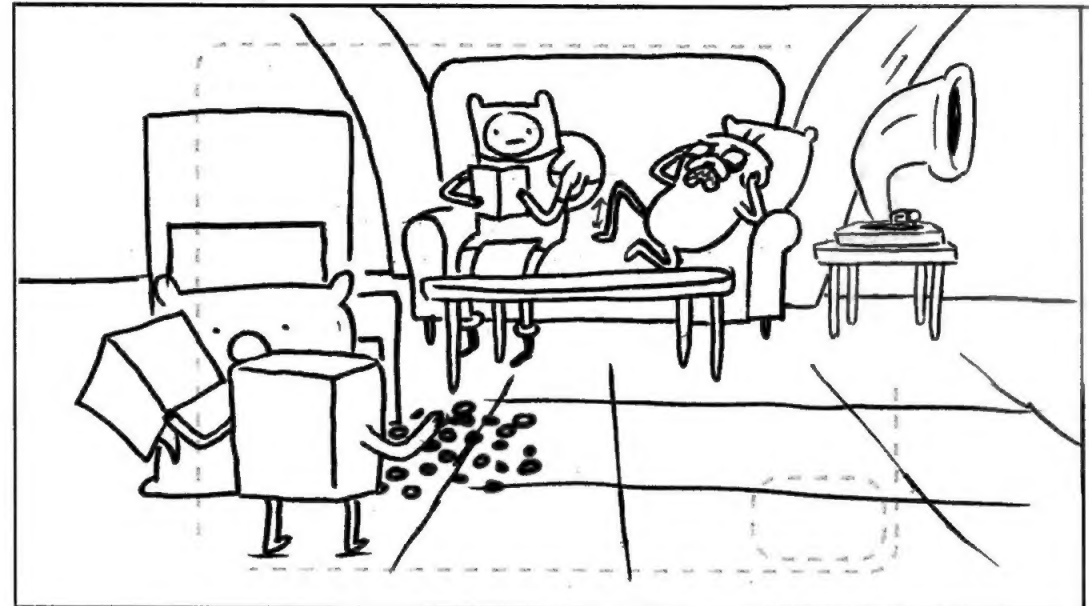


Page 06

Sc. 07 Pnl. A Bg. day night



Sc. 08 Pnl. A Bg. day night



Dialog:

⑤ : BMO, KEEP IT DOWNNNNN...

Action:

- J. PULLS AT HIS EARS
- J.'S LEG BOUNCES IN AGITATION

Timing:



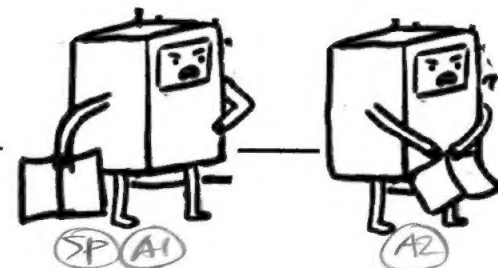
BMO: BUT you said 8-10 is my time to do Karate.

- BMO TURNS TOWARDS JAKE

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Jake's leg cycle

(A1)



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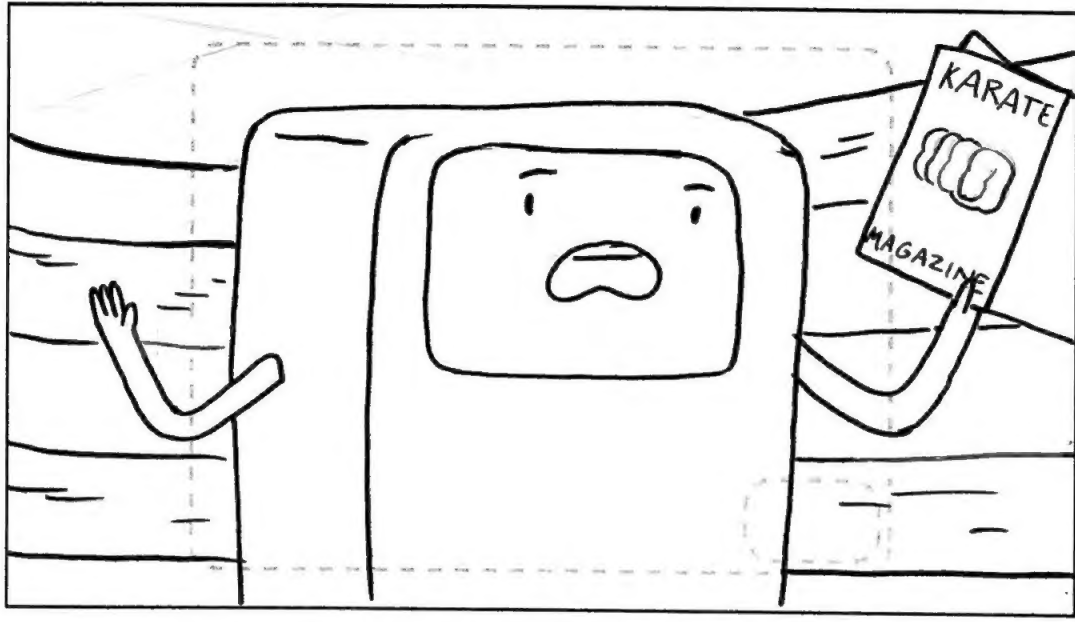
Production :

1025/181

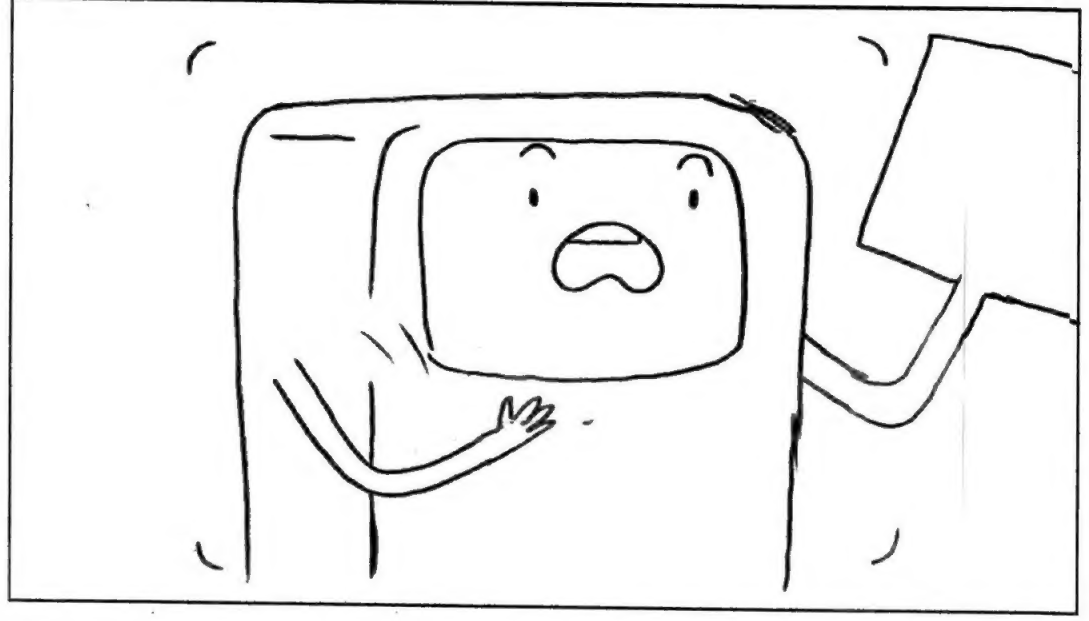
ADVENTURE TIME



Sc. 09 Pnl. A Bg. day night



Sc. 09 cont Pnl. B Bg. day night



Dialog:	<p><u>BMO:</u> IT'S --</p> <p><u>SFX:</u> THUP</p> <p><u>BMO:</u> <u>My</u> karate time</p>
Action:	<p>- BMO SLAPS CHEST</p>
Timing:	<p>APR 23 2014</p>

1025-181
EPISODE #
Production :

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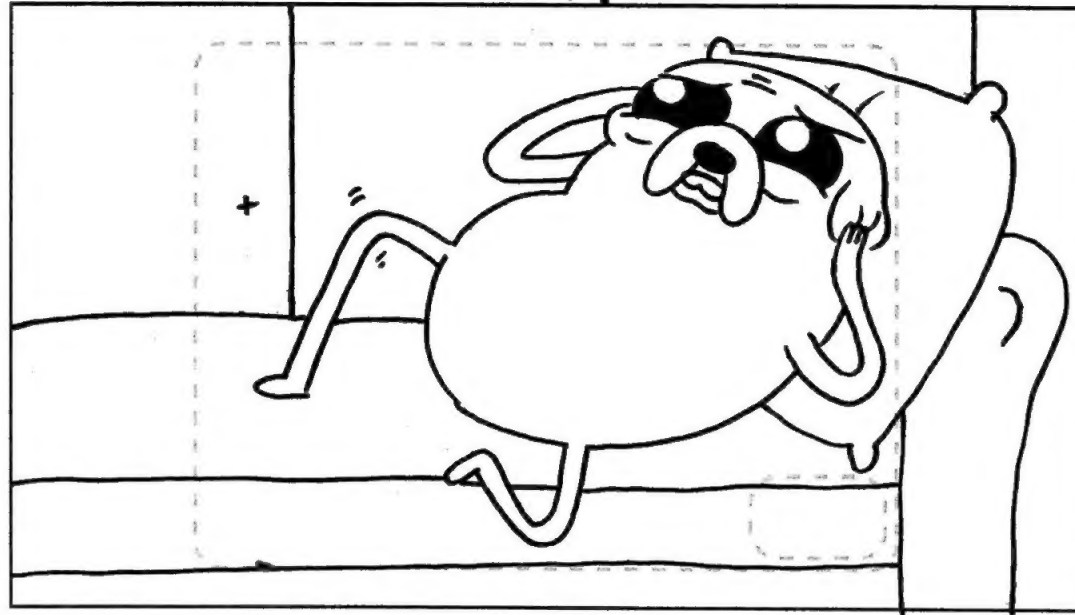
1025/181

ADVENTURE TIME

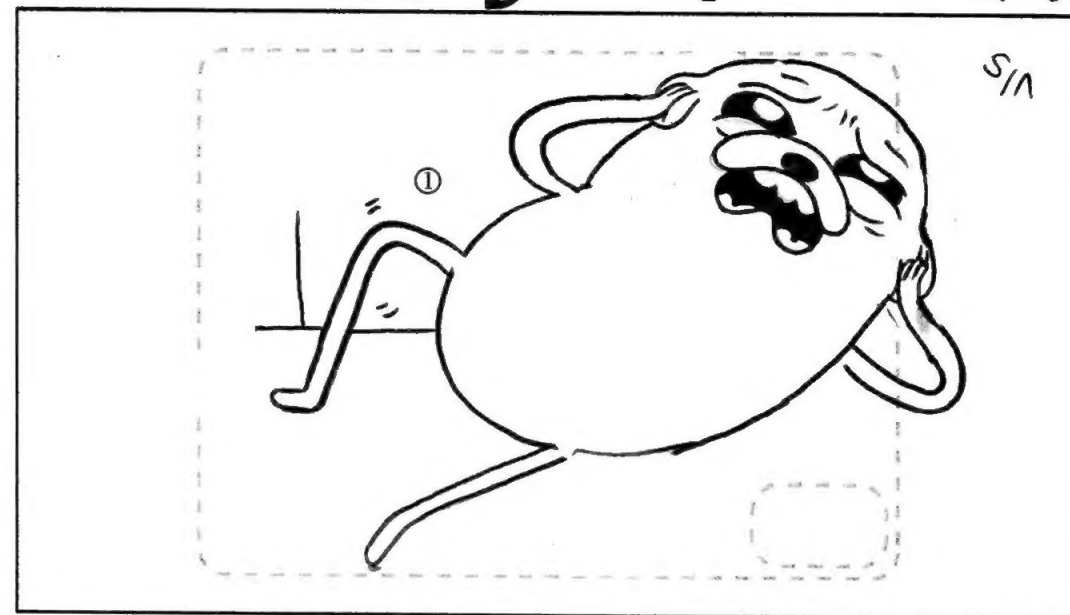


Page 08

Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



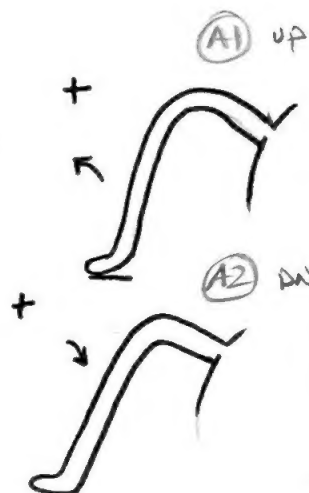
Dialog:

J: I know...

Action:

(Jake's foot
bounces
QUICKLY THROUGH
SCENE)

Timing:



J: But I've got a headache
and I'm in a funky mood.

-J. TURNS IN ANGUISH

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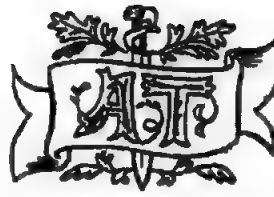
1025-181

1025/181

1025/181

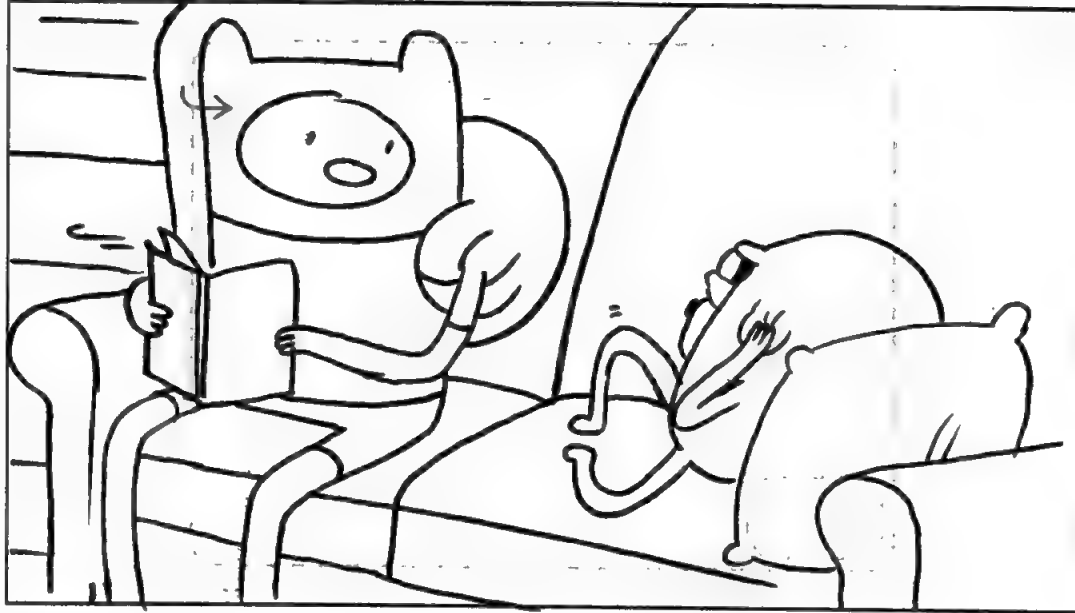
1025/181

ADVENTURE TIME

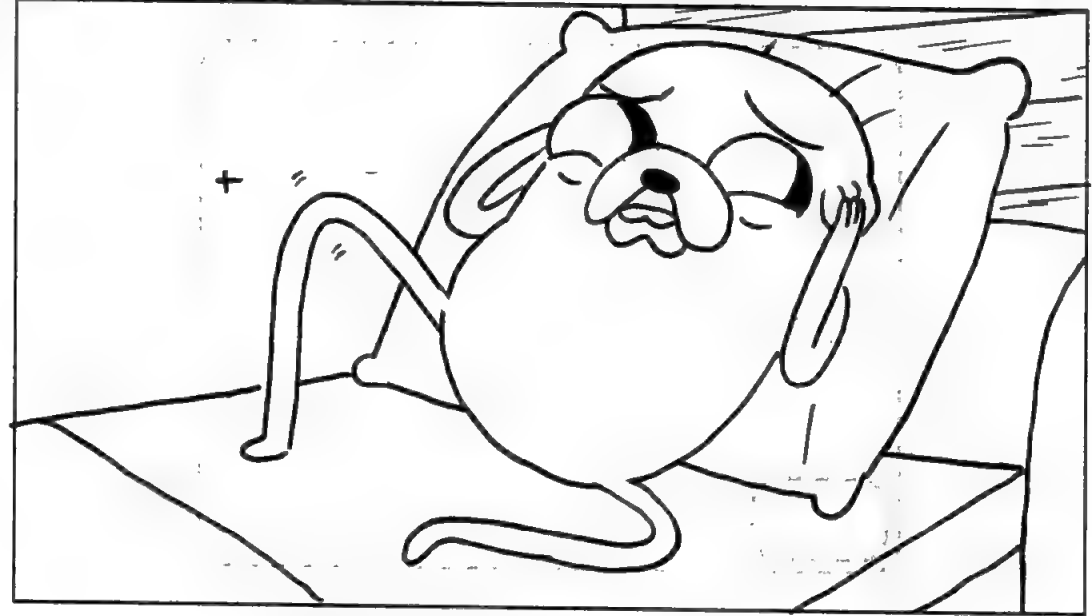


Page 09

Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

F: what's wrong dude?

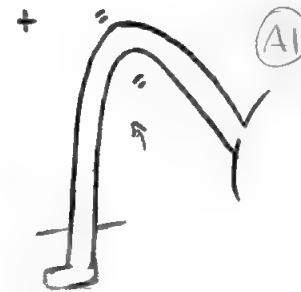
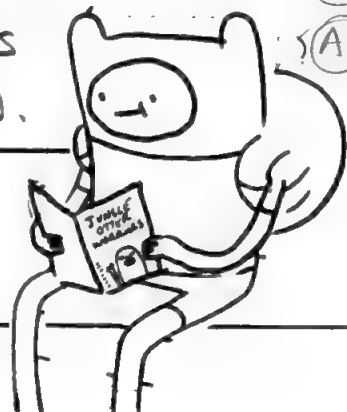
I DUNNO...

S: I think I got restless leg syndrome.

Action:

-F. TURNS TOWARDS J.

Timing:



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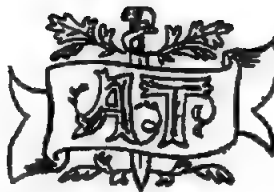
1025/181

Production :

1025/181

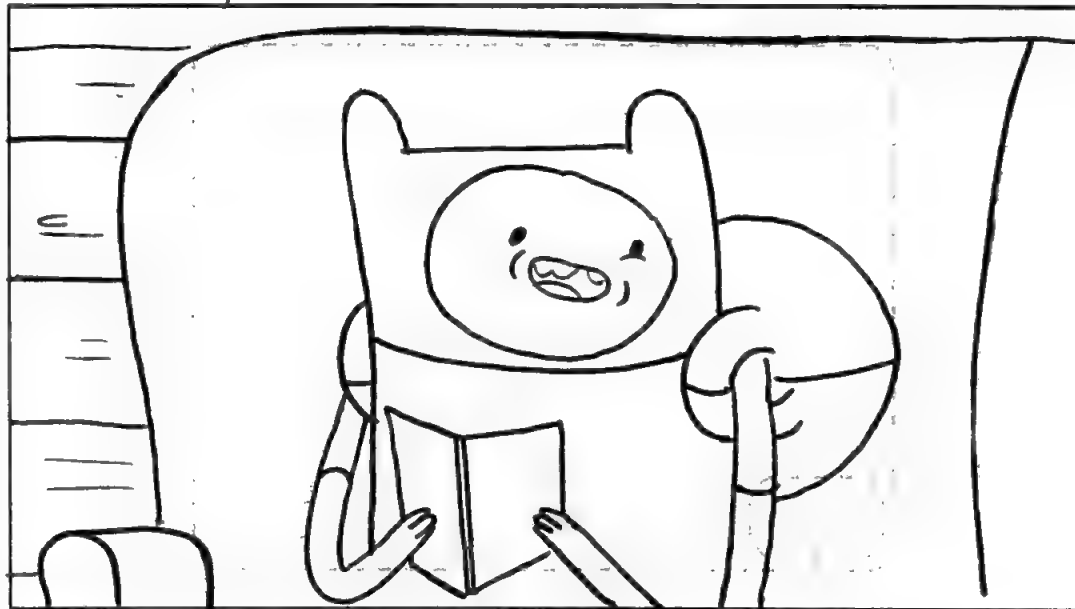
1025/181

ADVENTURE TIME

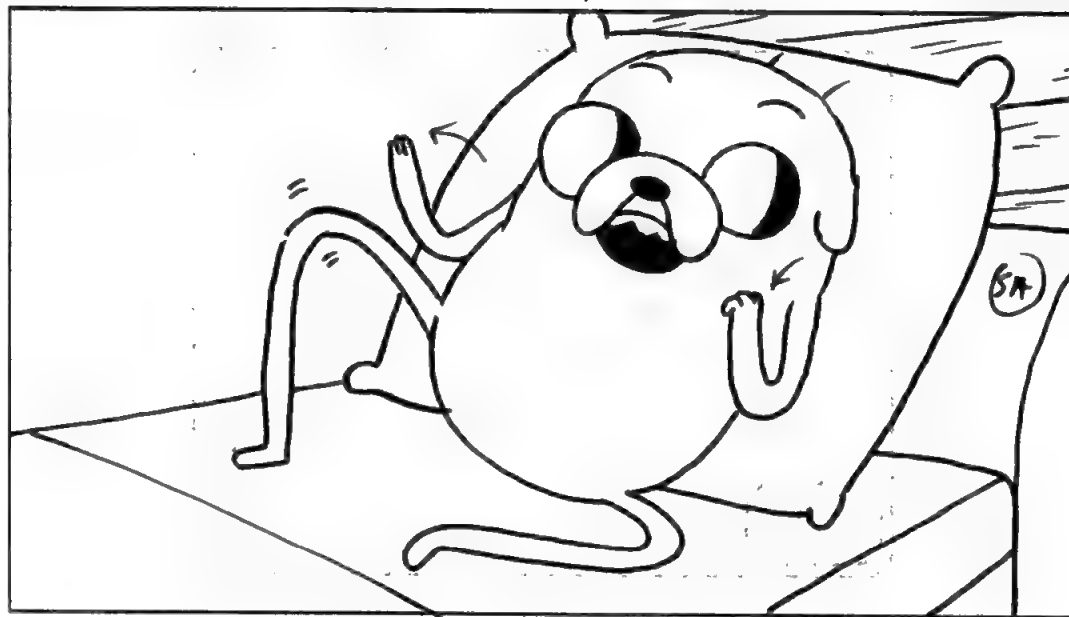


Page 10

Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

F: IS that from getting chubby?

J: ^(A) WHAT?!

Action:

^(ALT) IS THAT THE FAT GUY DISEASE?

^(A1)

- Jake's leg bounces through whole scene

APR 23 2014

Timing:



^(A2) Jake's leg cycle

Production :

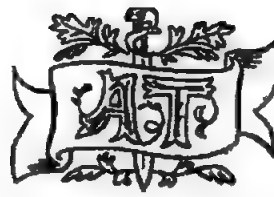
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ADVENTURE TIME



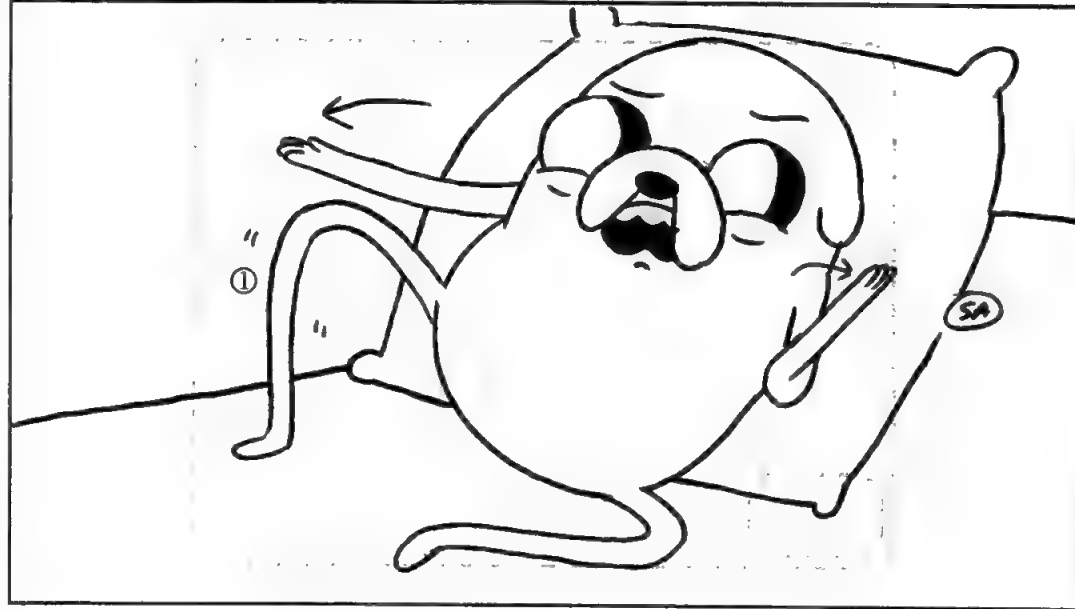
Sc.

14 cont Pnl.

B

Bg.

day night



Sc.

15

Pnl.

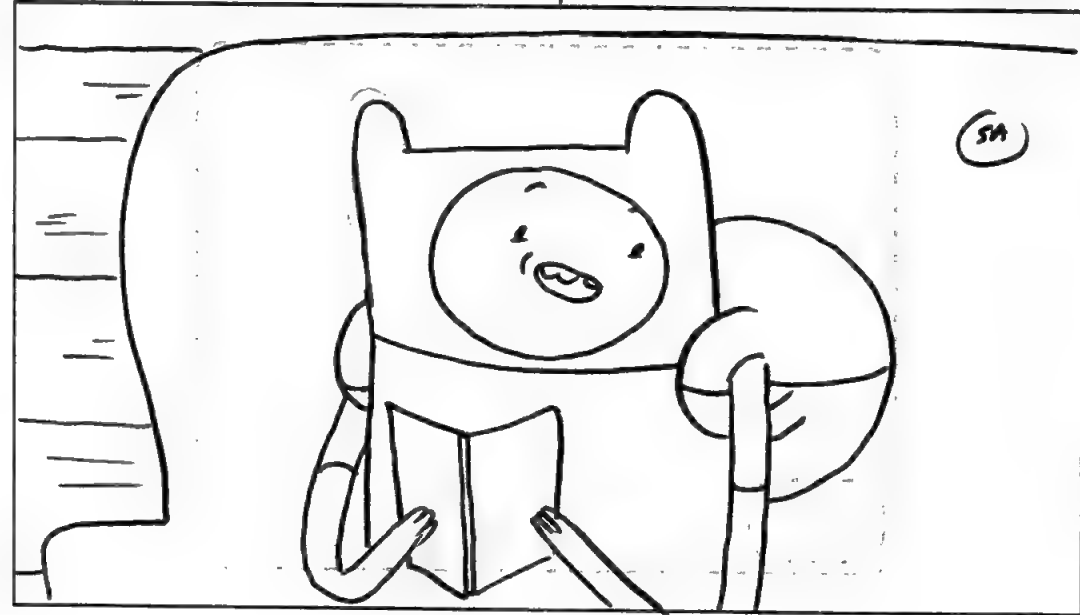
A

Bg.

Page

11

day night



Dialog:

J: NO man it's jus t
restless leg.

F: OOP. my bad.

Action:



Timing:



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Production :

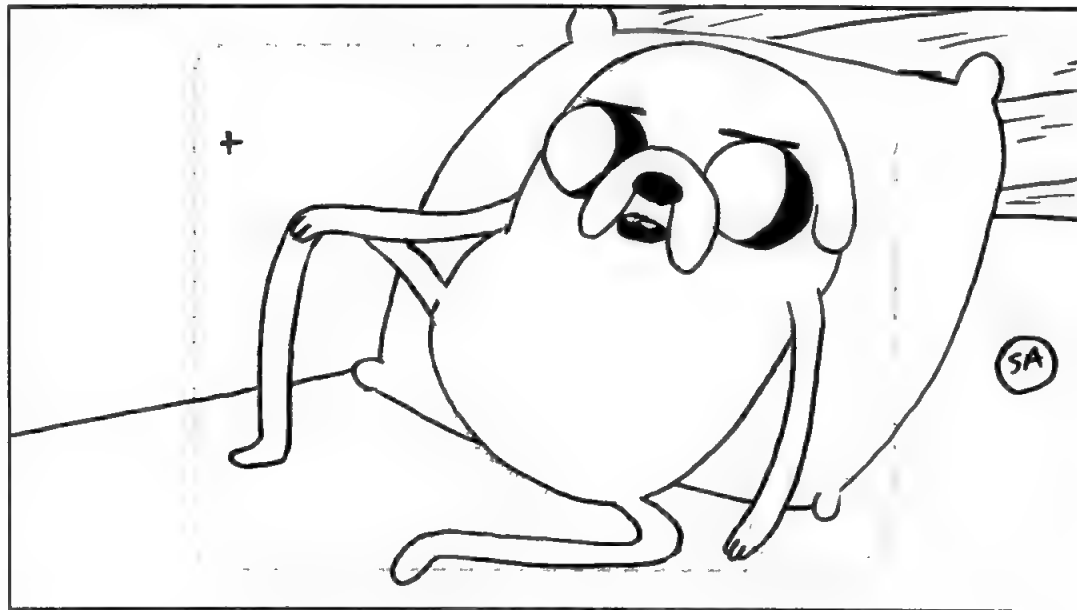
1025/181

ADVENTURE TIME

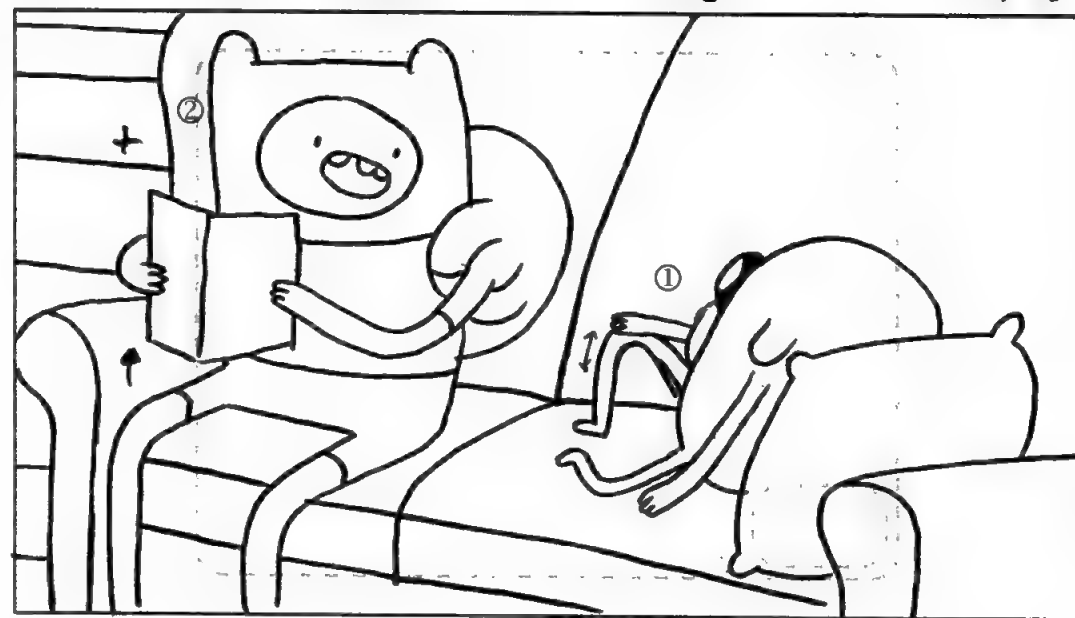


Page 12
day night

Sc. 16 Pnl. A Bg. day night



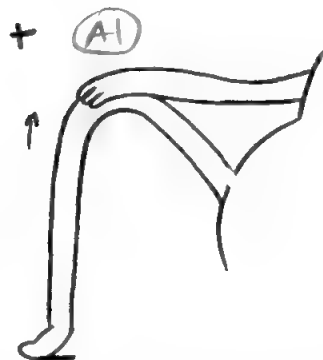
Sc. 17 Pnl. A Bg. day night



Dialog:

J: What are you reading?

Action:



Jake's leg bounces
in shot.

Timing:

F: ^(A) This old copy of "adventure
boy" magazine.

Finn ^(A1)



(Finn lifts
magazine)

APR 23 2014

Jake's
leg bounces

(A2)



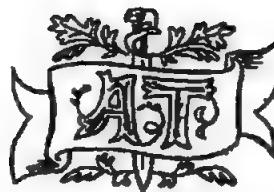
Production :

EPISODE # 1025-181

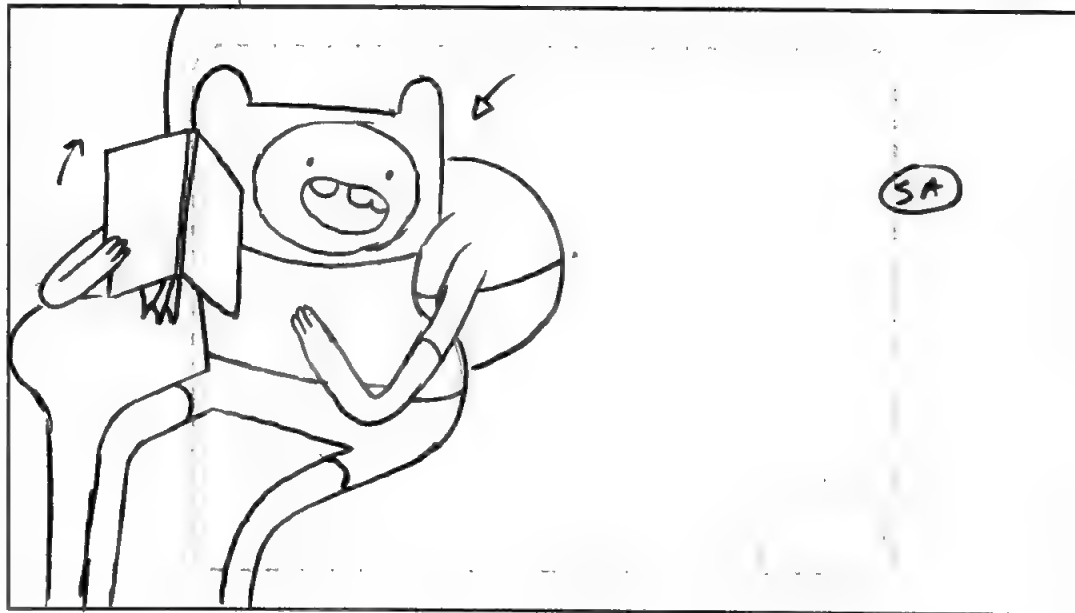
1025/181

1025/181

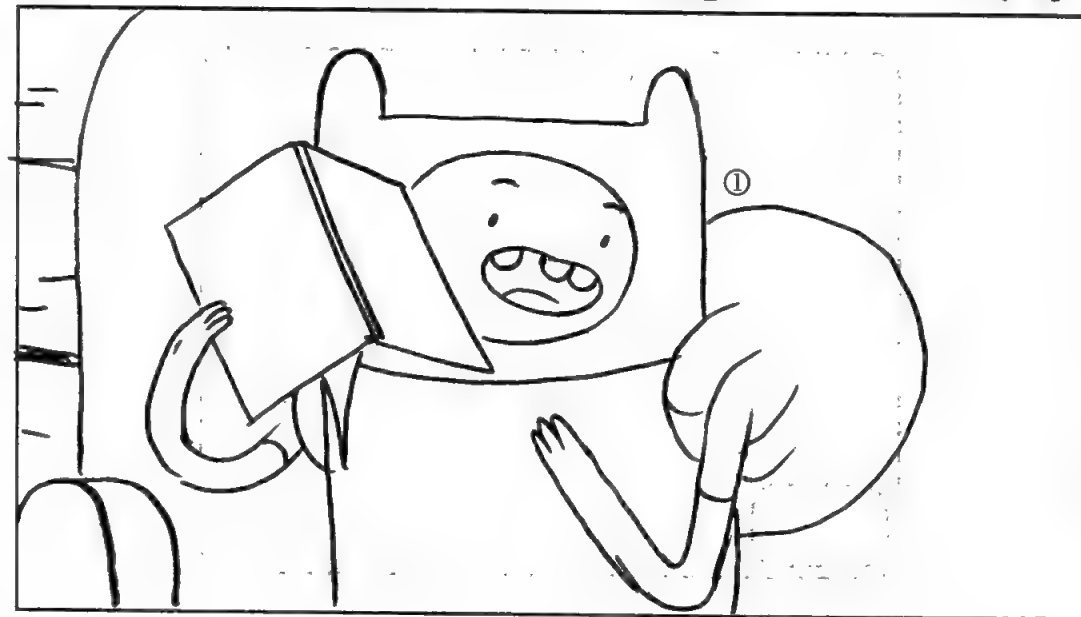
ADVENTURE TIME



Sc. 17 *cont* Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:

F: The only magazine for
boy adventurers.

F: THIS KID RUSTY is
getting chased --

APR 23 2011

Action:

Finn leads forward, holds
magazine toward face

Timing:



Production :

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ADVENTURE TIME



Sc.

18 *cont* Pnl.

B

Bg.

day night

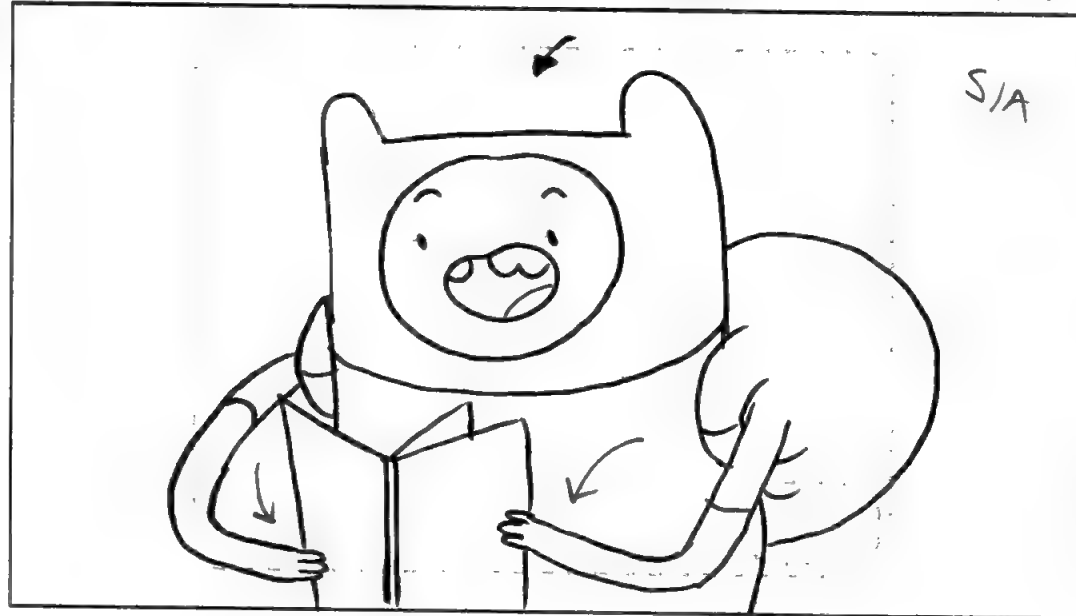
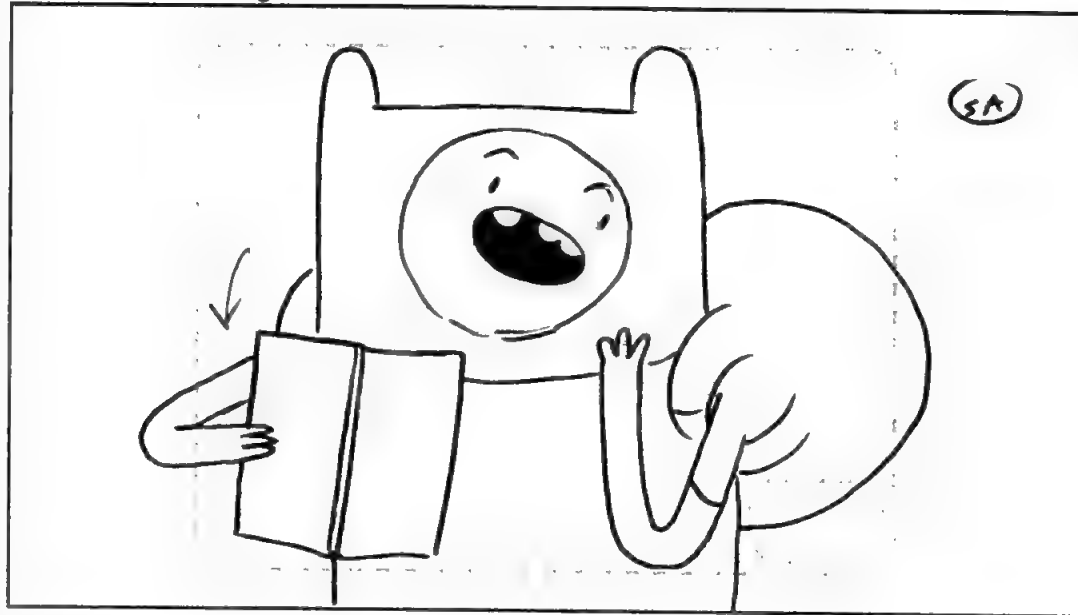
Sc.

18 *cont* Pnl.

C

Bg.

Page 14
day night



Dialog:

F: down the river by 3
grown otters!

Action:

-F. looks back at magazine

Timing:

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Production :

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ADVENTURE TIME



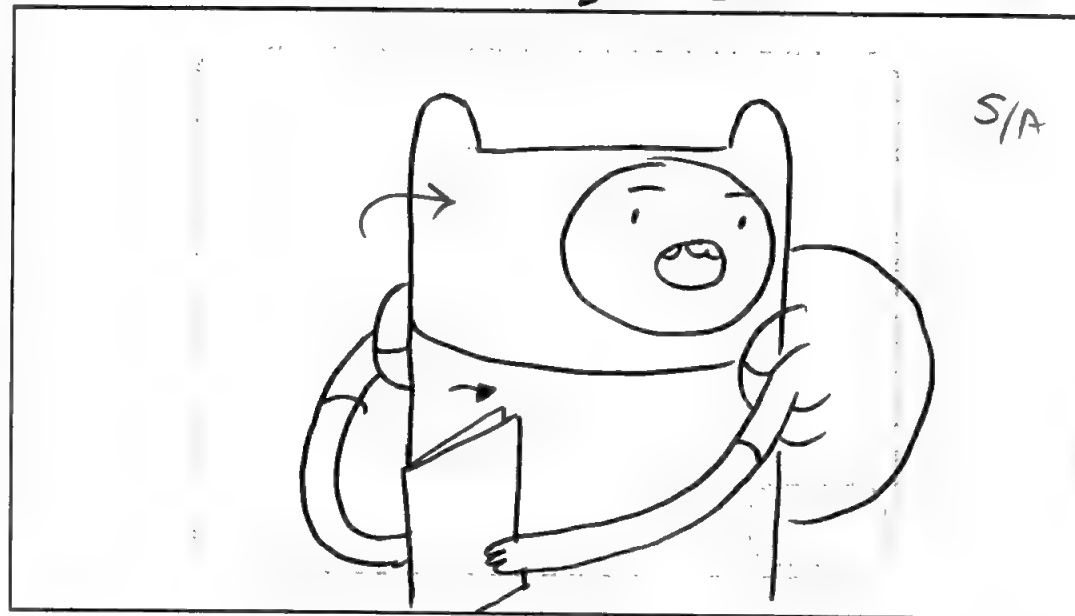
Sc.

18 cont Pnl.

D

Bg.

day night



Sc.

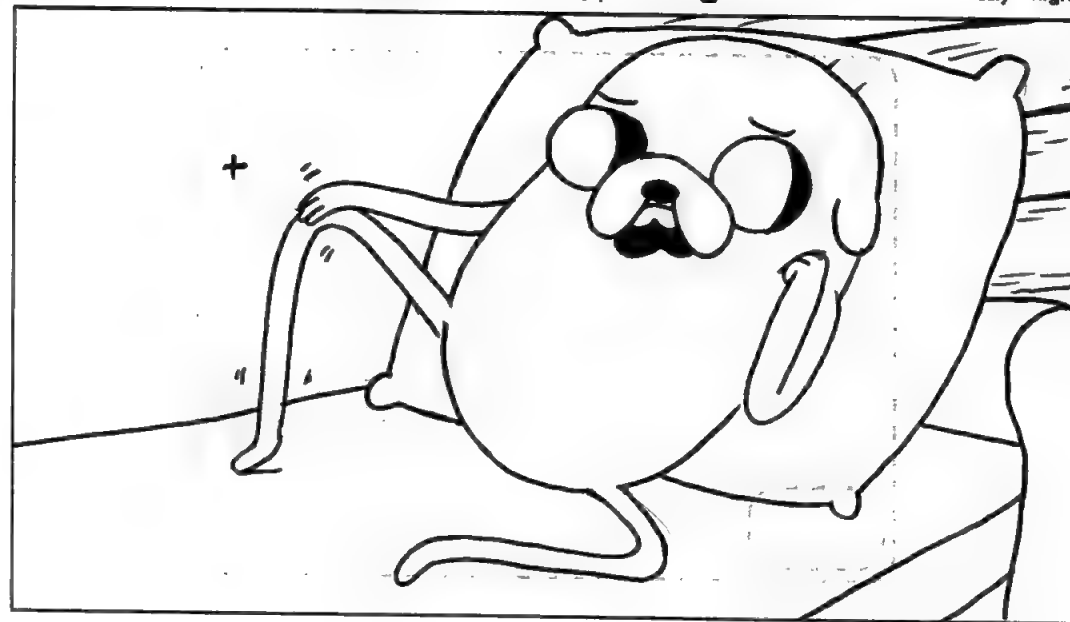
19

Pnl.

A

Bg.

day night



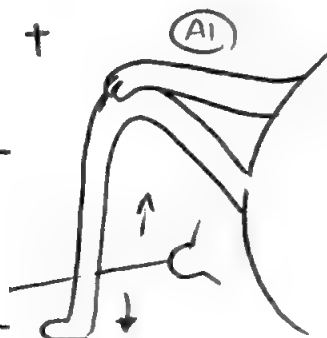
Dialog:

F: But I'm saving the end
for tomorrow.

J: Cool.

Action:

Timing:



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Production :

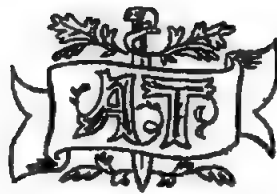
EPISODE #

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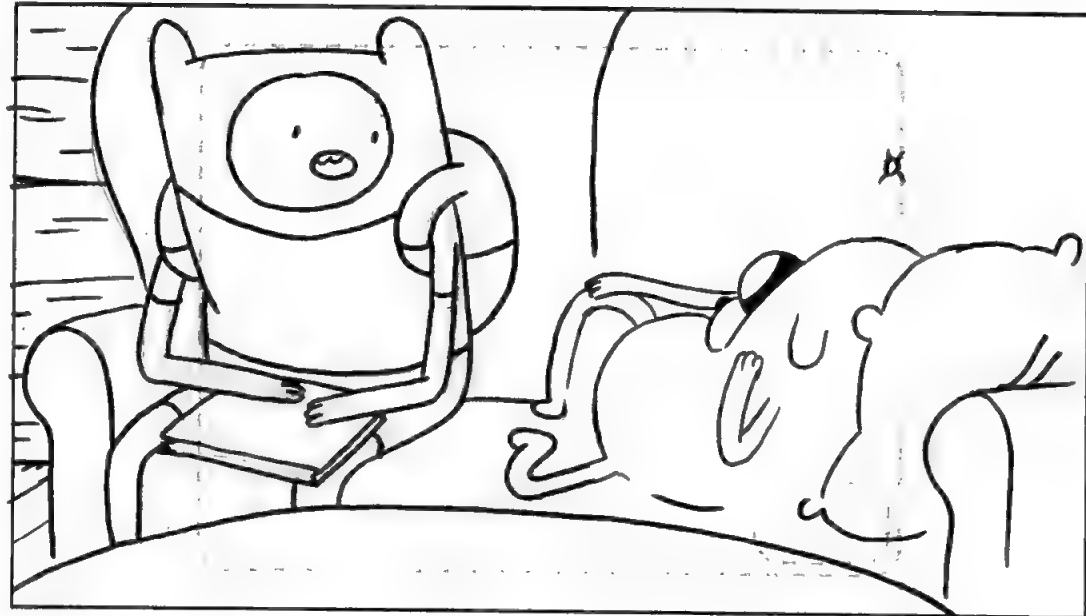
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ADVENTURE TIME

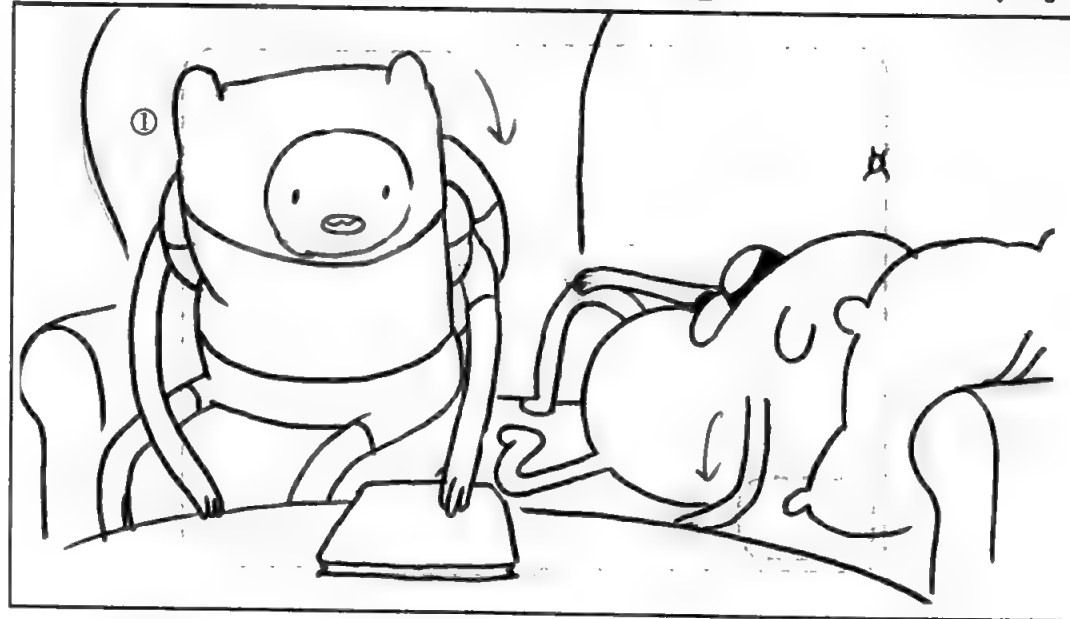


Page 16

Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



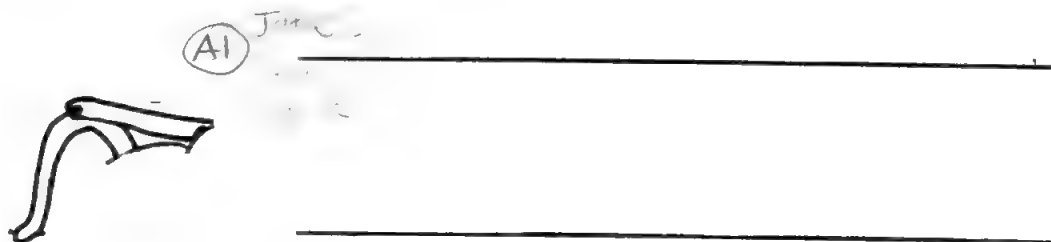
Dialog:

F: Well, I hope your leg
feels better.

Action:

- J. LOWERS ARM

Timing:



F: I'M TURNING IN...

- F. SETS DOWN BOOK



Production:

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1025/181

1025/181

ADVENTURE TIME

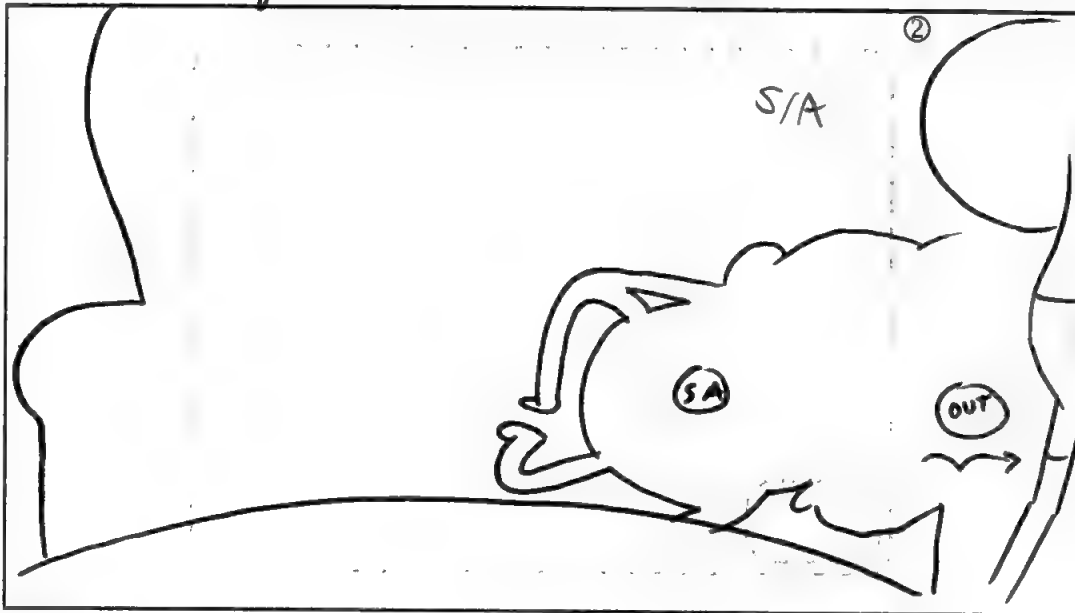


Sc.

20 cont Pnl. C

Bg.

day night



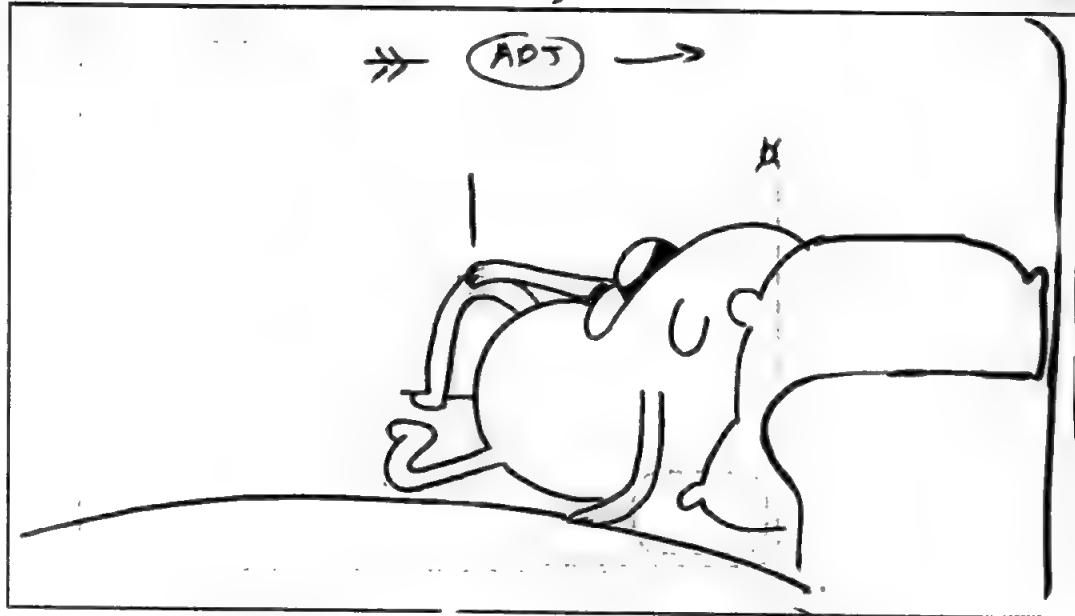
Sc.

20 cont Pnl. D

Bg.

Page

17
17A NEXT
day night



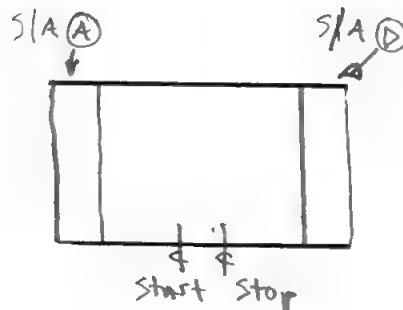
Dialog:

F: I'll see you up there.

Action:

— FINN WALKS
OUT OF SHOT
— ADJ. OVER TO JAKE.

Timing:



Production :

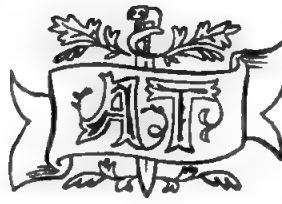
EPISODE #

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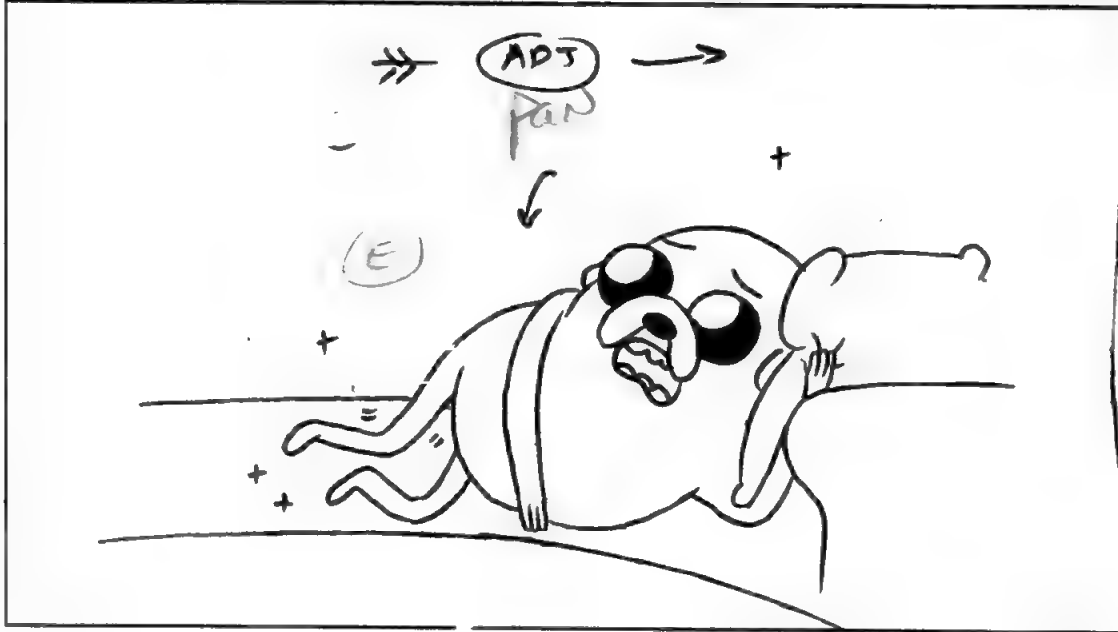
ADVENTURE TIME



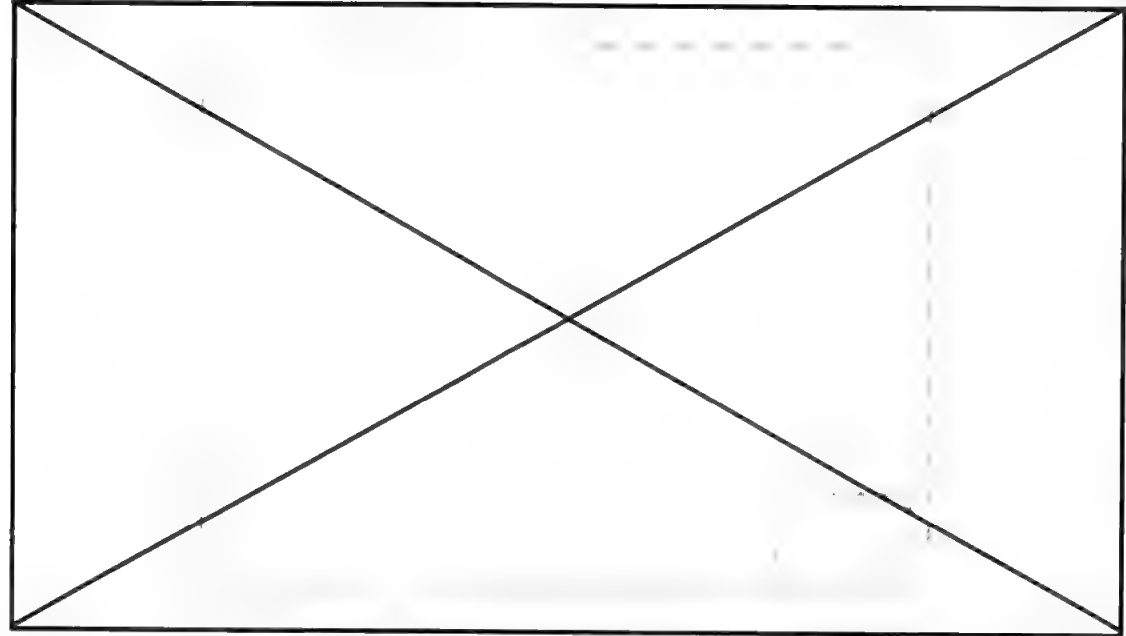
Page 17A

18 NEXT
day night

Sc. 20 *cont* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog

J: [inhale] ~~~~~ Rasherry

Action:

- Take turns over
- LEG continues bouncing

APR 23 2014



EPISODE # 1025-181

Production:

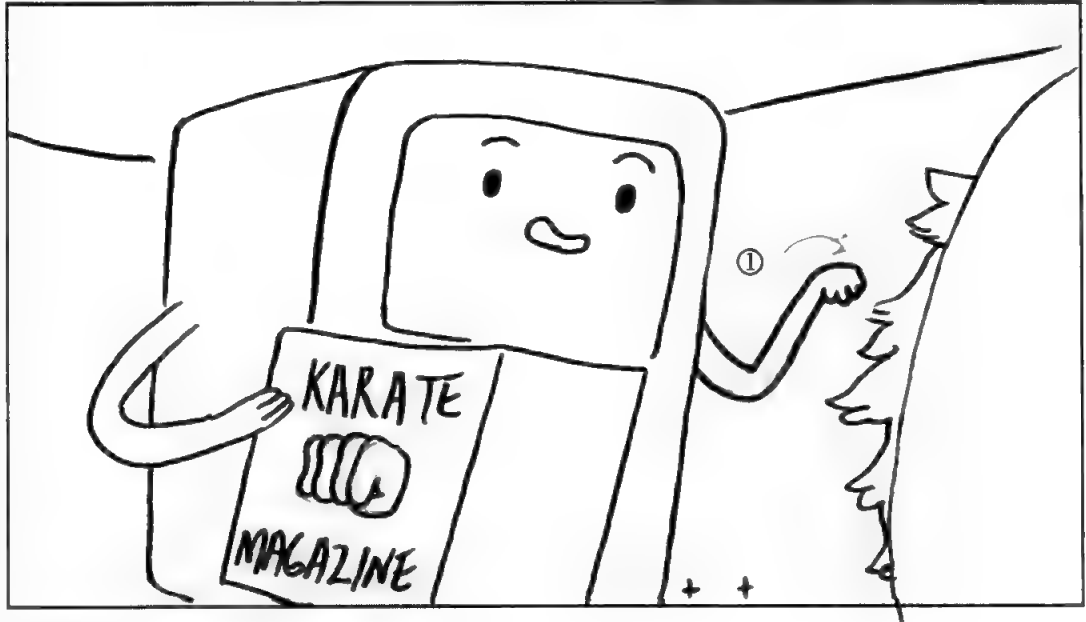
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1025/181

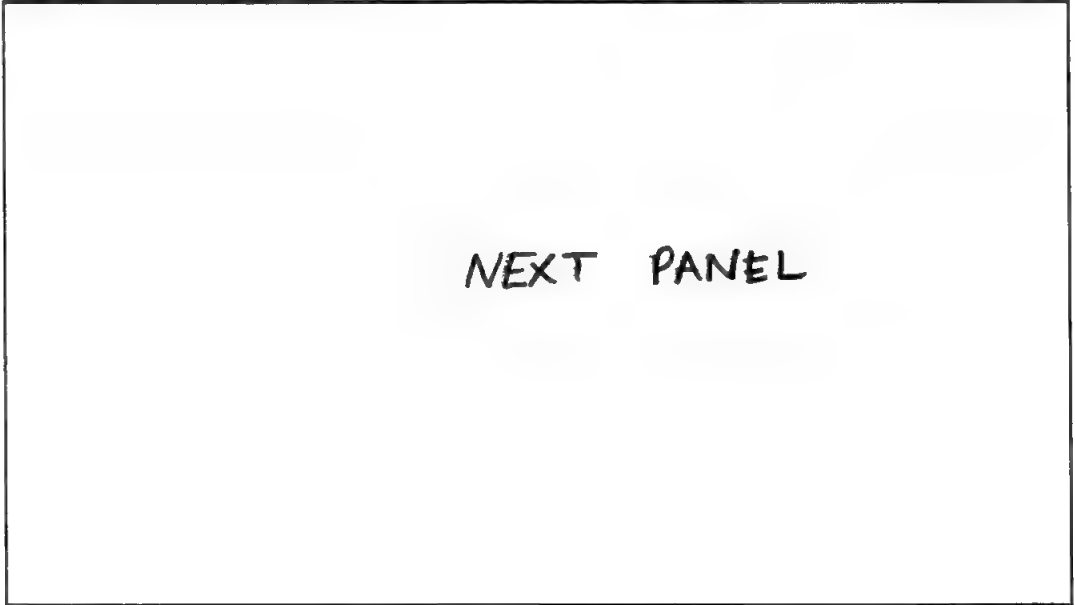
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
BMO - (Taunting) ... Jaga Ke...

Action:
BMO moves hand back and forward

Timing:

+ + + + +

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EPISODE # 1025-181

Production :

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1025/181

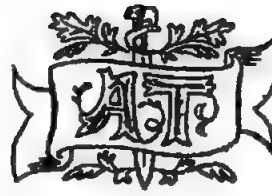
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ADVENTURE TIME



Sc.

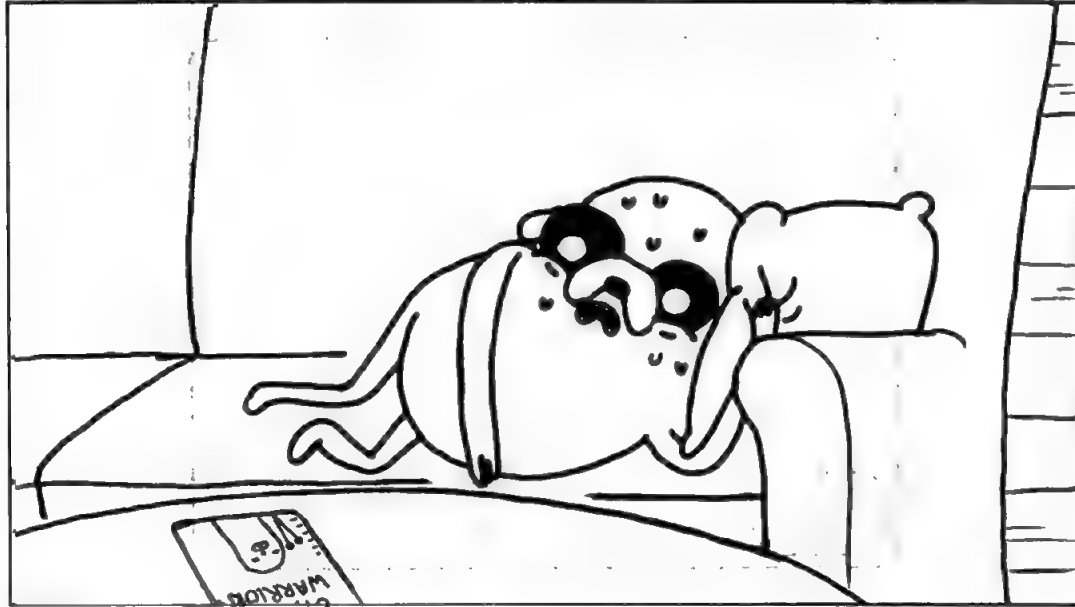
22

Pnl.

A

Bg.

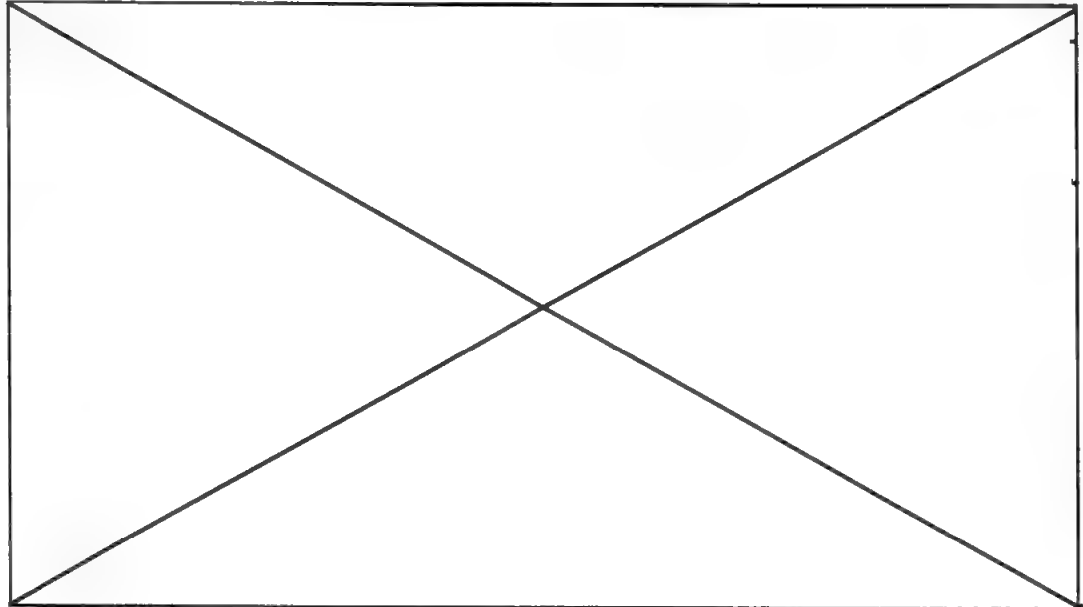
day night



Sc.

Pnl.

Bg.



Page

19

day night

NEXT

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EPISODE #

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Dialog:

J/ No BMO.

(AI)

(Start pose)

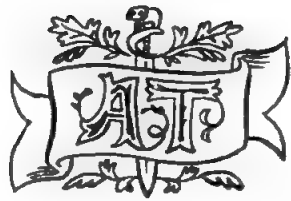
(Sweaty)

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Production :

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ADVENTURE TIME

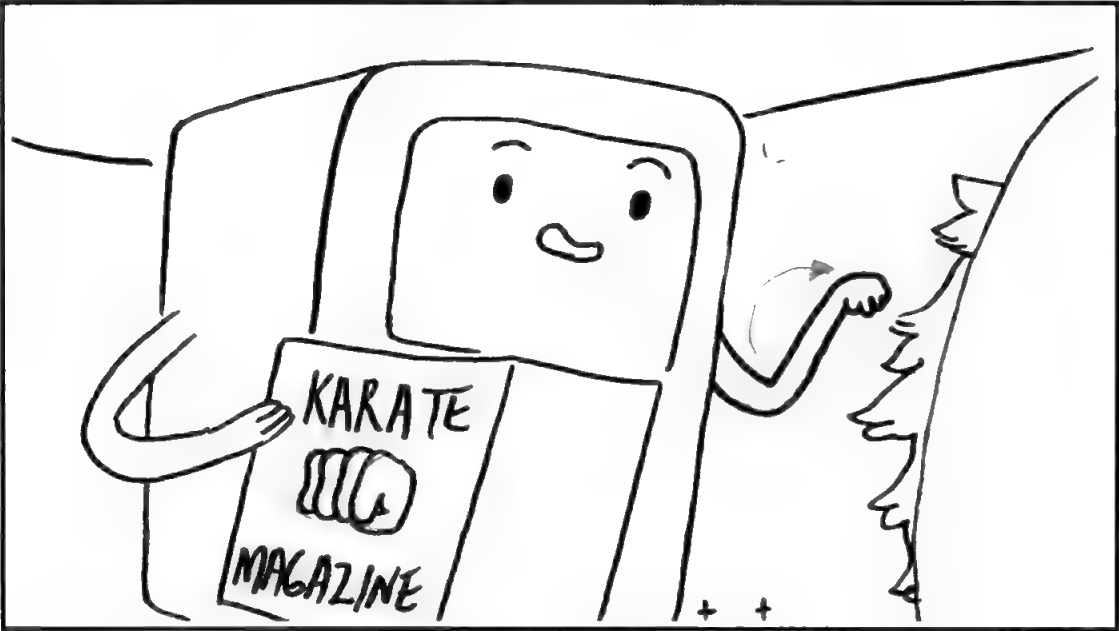


Sc. 22A

Pnl. A

Bg.

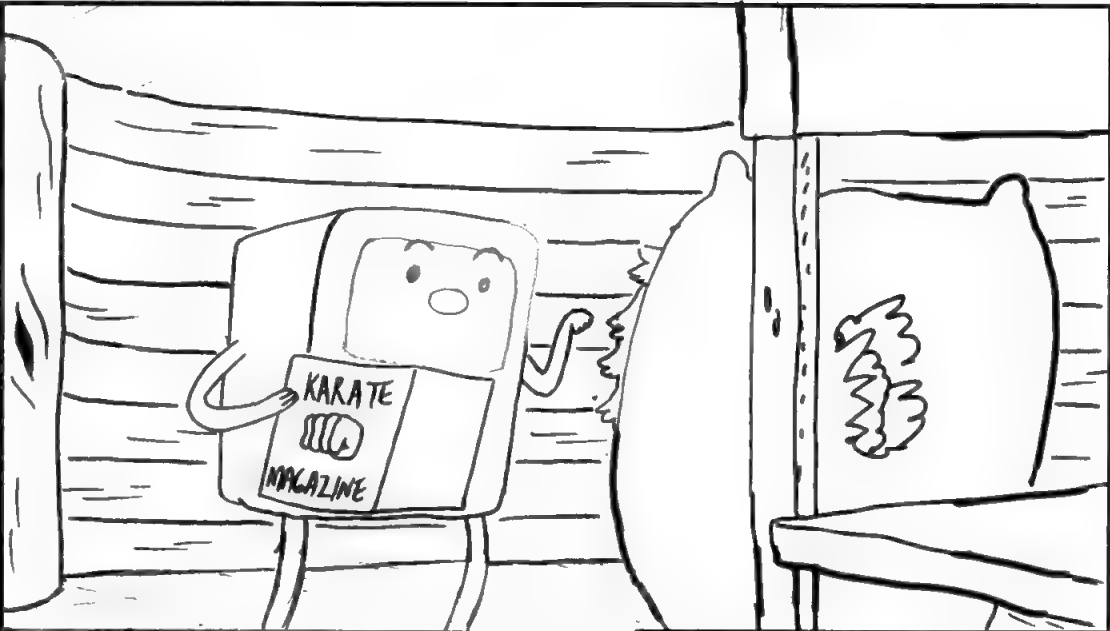
day night




Sc. 22B

Pnl. A

Bg.



Dialog:	
Action:	<div data-bbox="559 1170 948 1482"><div data-bbox="876 1170 948 1243">(AI)</div></div>
Timing:	

APR 23 2014

EPISODE # 1025-181

Production:

ADVENTURE TIME



Page 19B

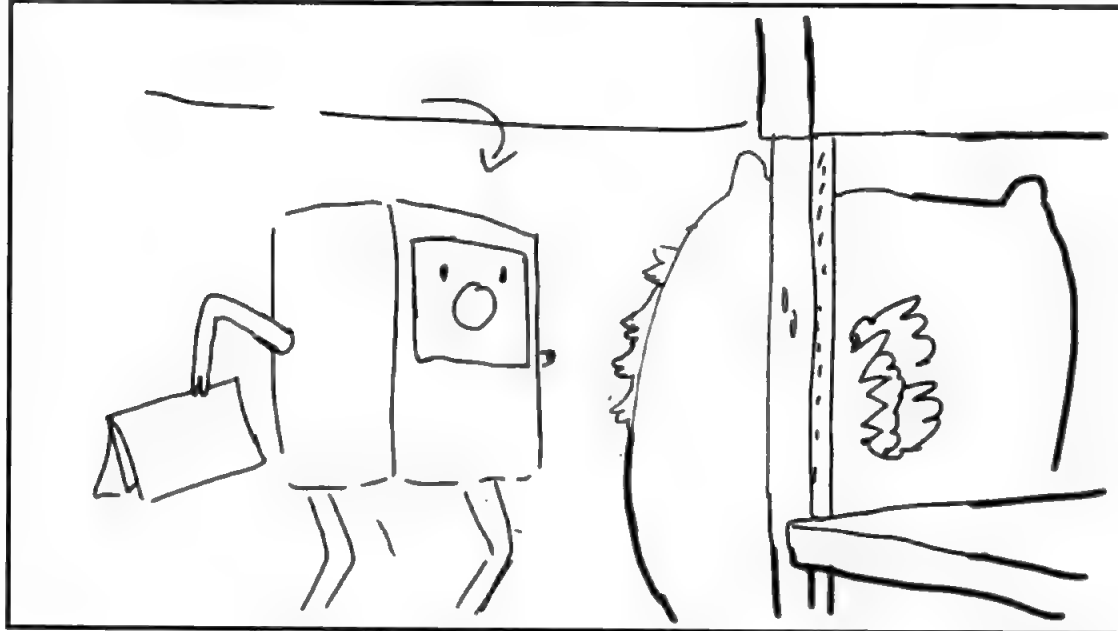
19C NEW
day night

Sc. 22B *CONT*

Pnl. B

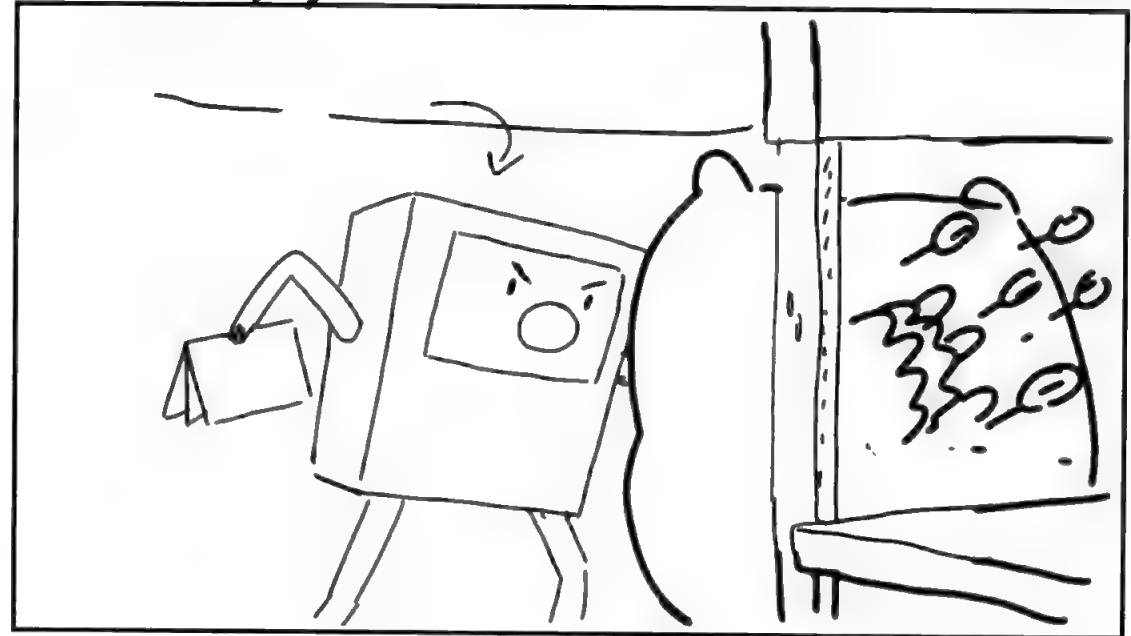
Bg.

day night



Sc. 22B *CONT* Pnl. C

Bg.



Dialog:

BMO/ Kya!

Action:

- BMO punches pillow.
- Feathers fly out of pillow.

APR 23 2014

Timing:

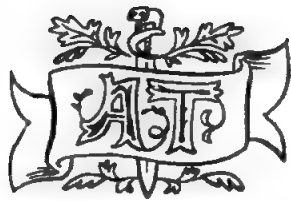
EPISODE # 1025-181

Production:

1025/181

1025/181

ADVENTURE TIME



Page 19C
19D NEXT
day night

Sc. 22B *CONT*

Pnl. D

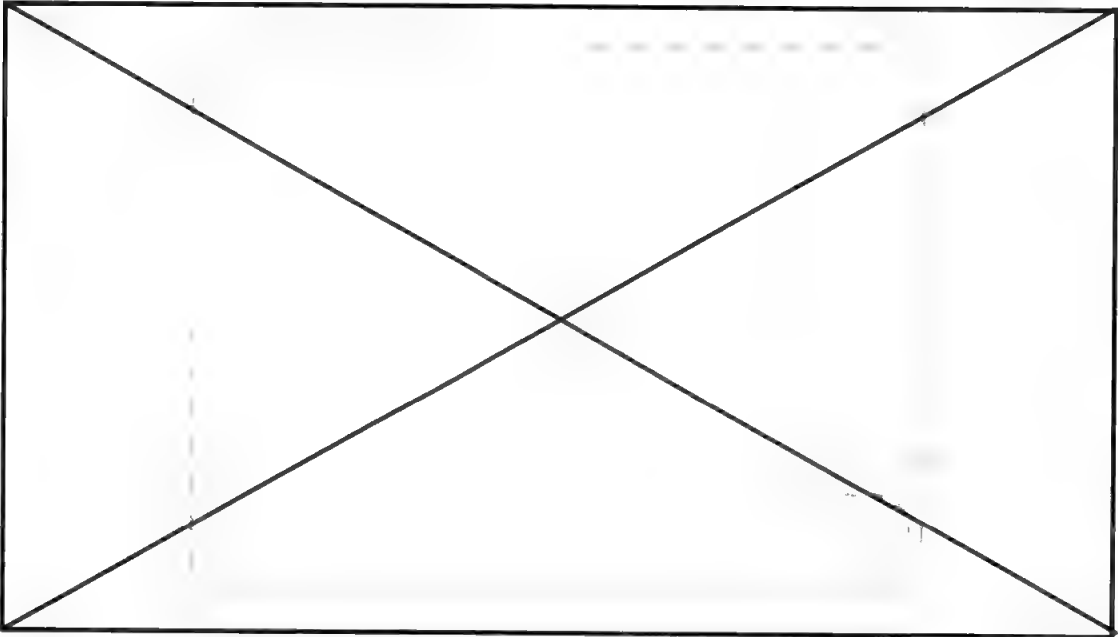
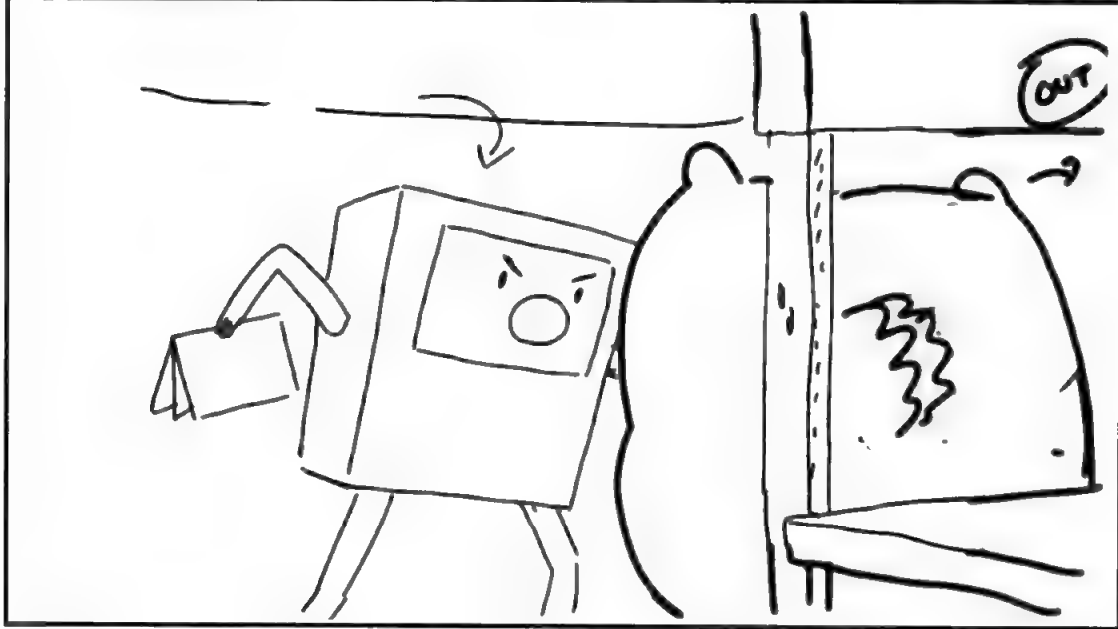
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181

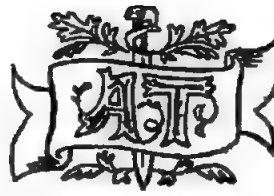
Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Page 19D

20NEAT
day night

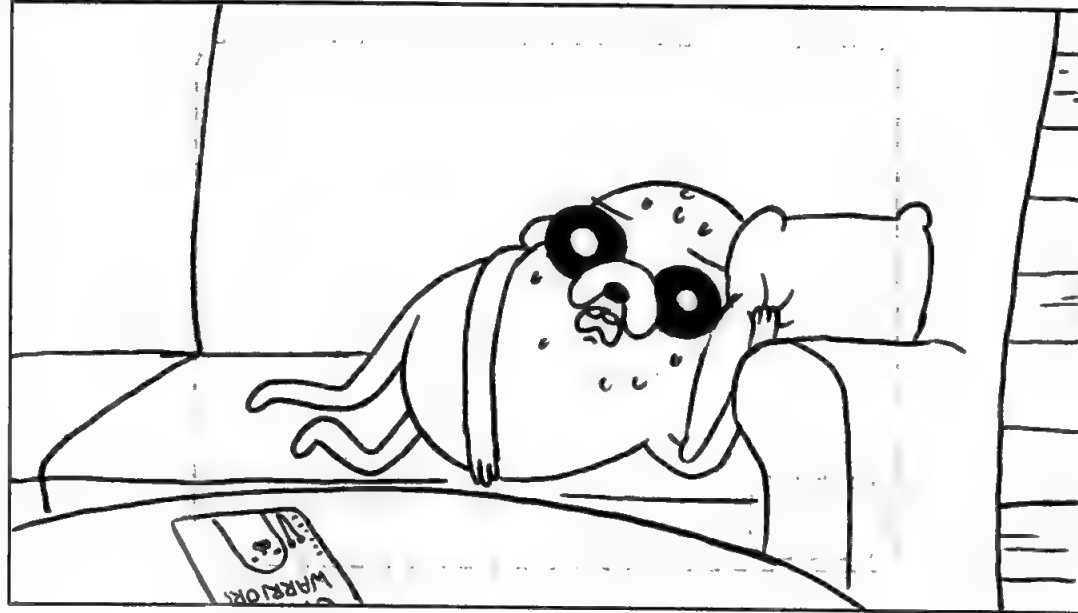
Sc. 22C

Pnl.

A

Bg.

day night



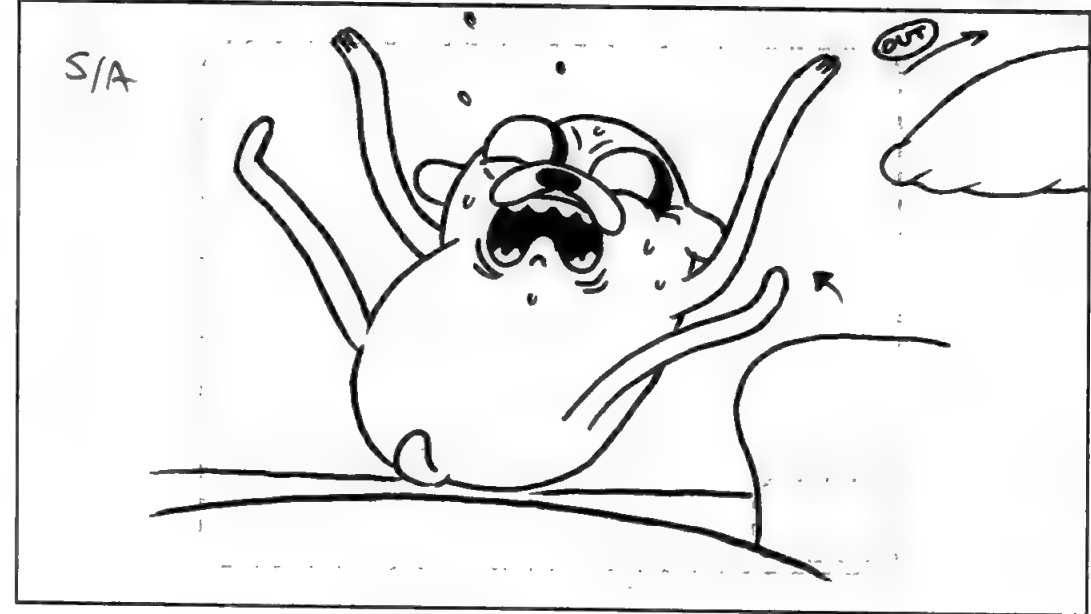
Sc. 22C

CONT

Pnl.

B

Bg.



Dialog:

J: Raaaah !!!

Action:

(Start pose)
(Sweaty)

- Jake **POPS** into pose
- Pillow flies out of shot

Timing:

APR 23 2014

1025-181

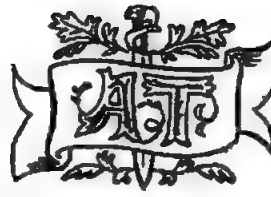
EPISODE #

1025/181

Production :

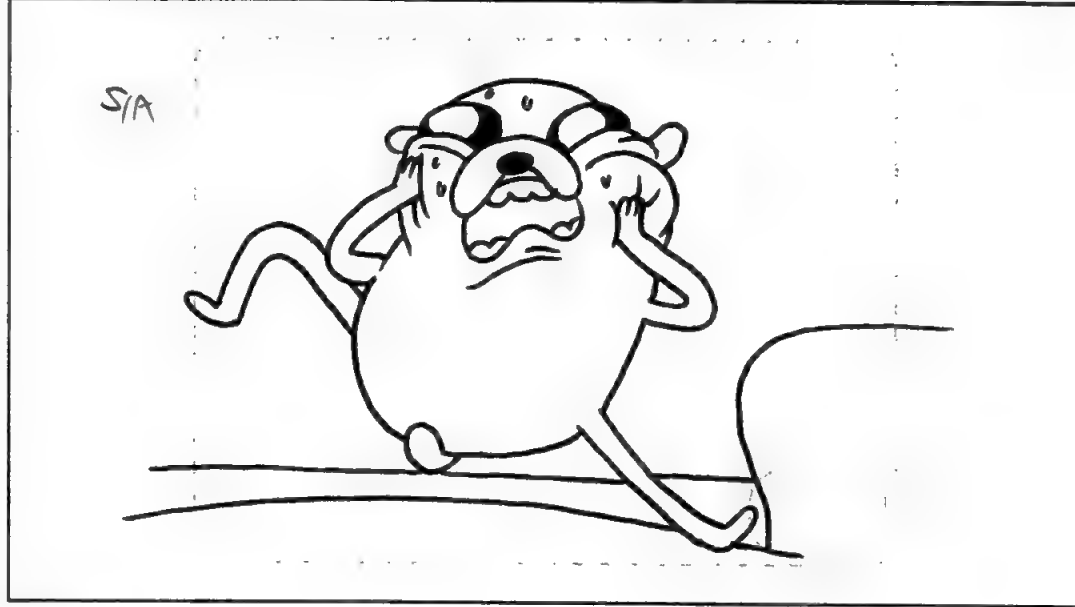
1025/181

ADVENTURE TIME

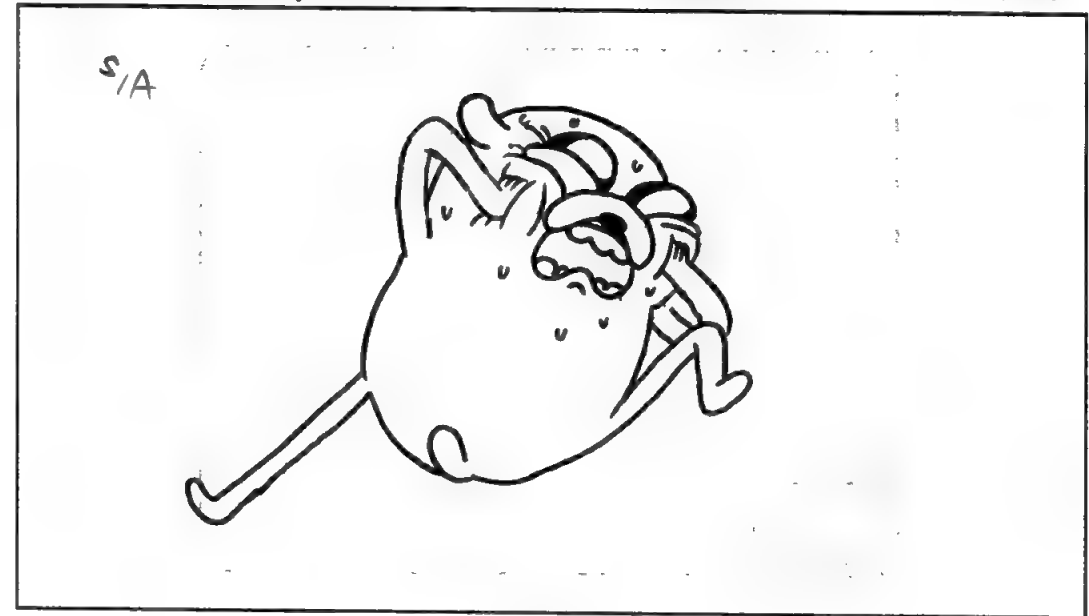


Page 70
day night

Sc. 22C *cont* Pnl. C Bg. day night



Sc. 22C *cont* Pnl. D Bg. day night



Dialog:

J: NO BMO!!!

J: NO MORE!!!

Action:

- J. FLAILS LEGS IN CHAIR. ↗ cycle ↖

Timing:

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



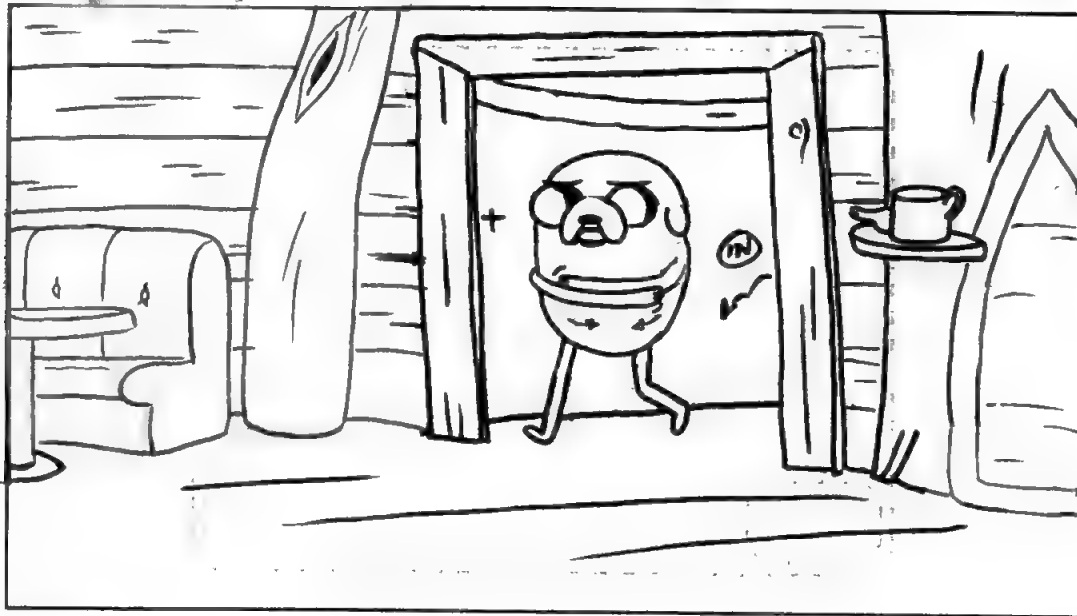
Sc. 23

Pnl.

A

Bg.

day night



Sc.

23 cont

Pnl.

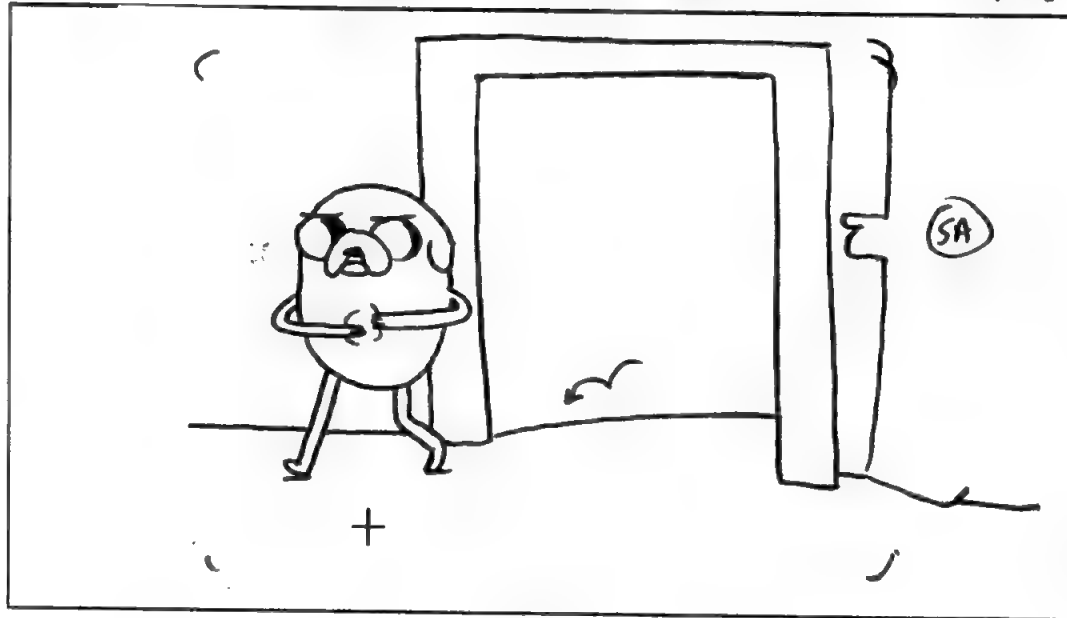
B

Bg.

Page

21

day night



Dialog:

J: maybe some soup will--

J: Take the edge off.

Action:

-J. WALKS
INTO KITCHEN

+



(A1)

- Jake rubs stomach

Timing:



(B1)

APR 23 2014

Production :

EPISODE #

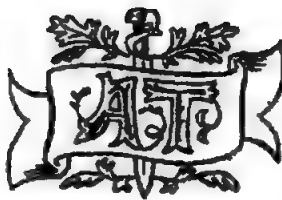
1025-181

1025/181

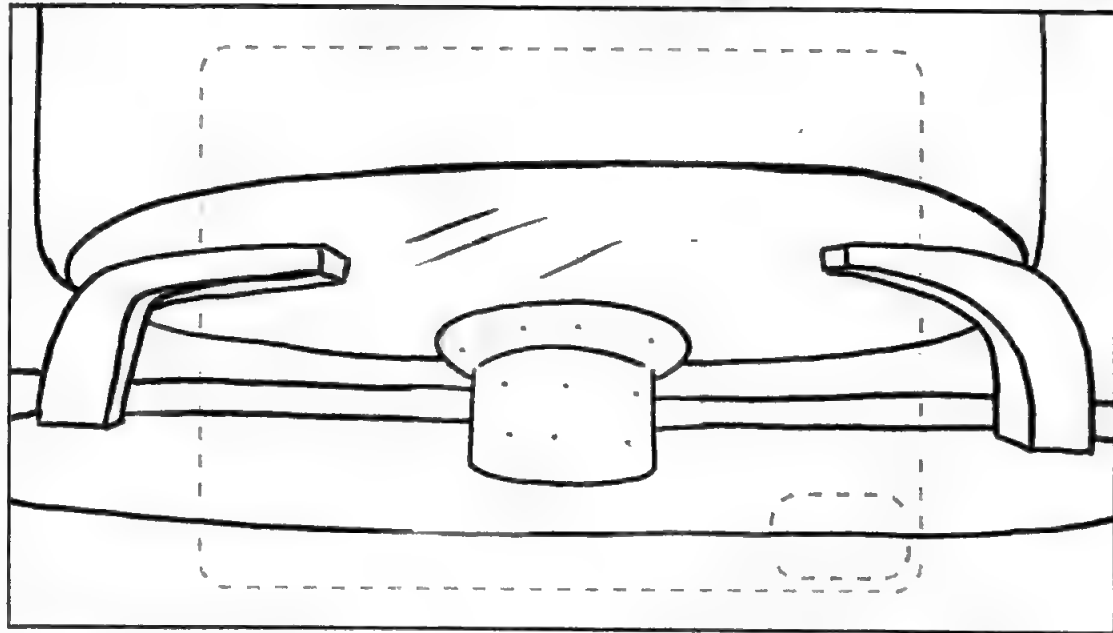
1025/181

1025/181

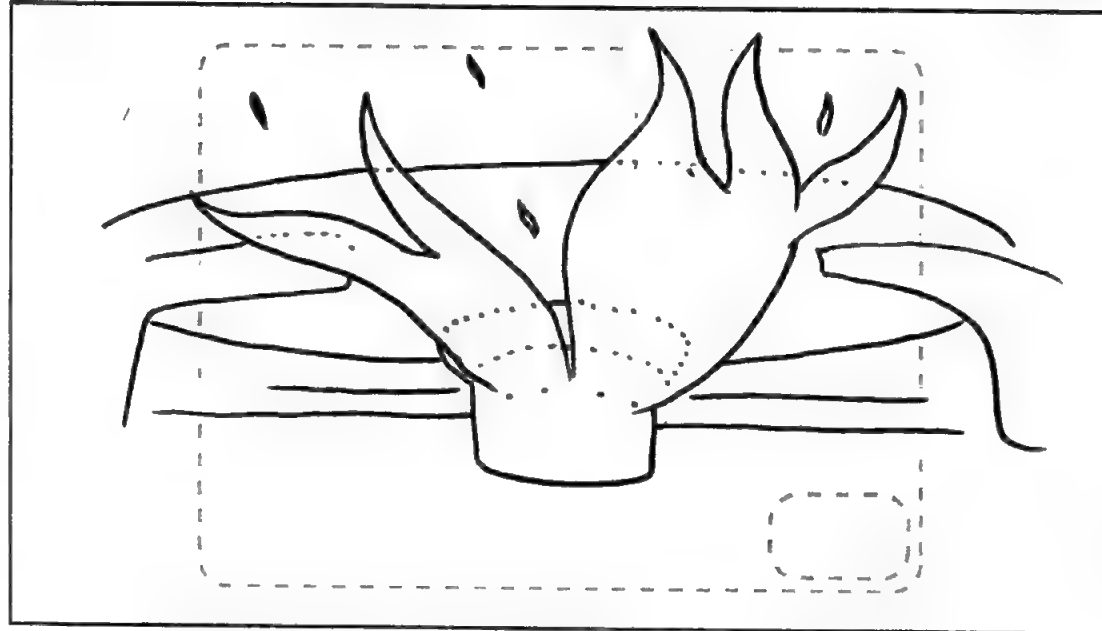
ADVENTURE TIME



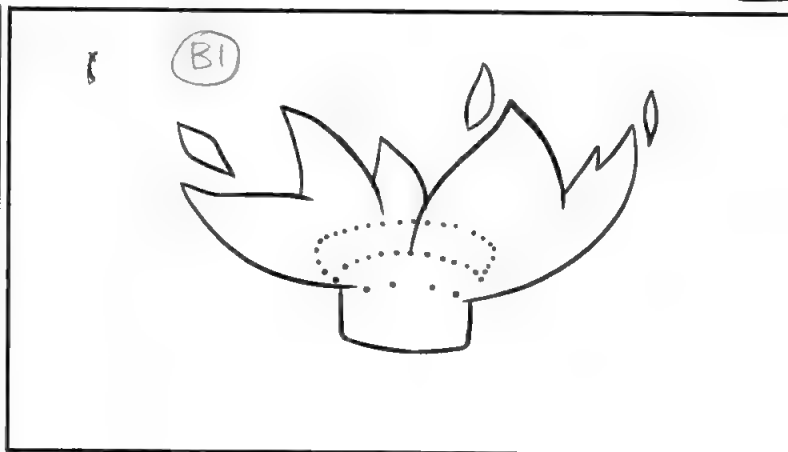
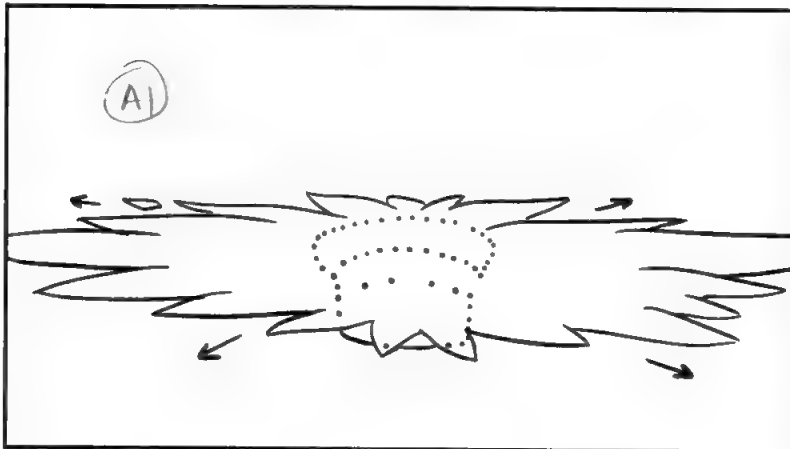
Sc. 24 Pnl. A Bg. day night



Sc. 24 cont Pnl. 6 Bg. day night



Dialog:



sfx: flame turning on

Stove starts up

APR 23 2014

- Flame cycle ②, ③, ②, ③
etc.

Production :

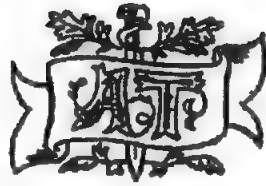
EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



REVISED
05/01/14

Sc. 25

Pnl. 1

A

Bg.

day night

Sc.

25 cont
Pnl.

B

Bg.

Page 23
day night



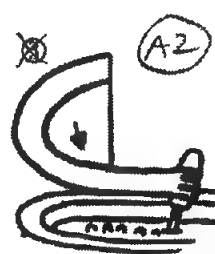
Dialog:

Sfx: * BLOOP *

Action:

- J Throws vegetables in soup

Timing:



APR 23 2014

Production :

EPISODE #

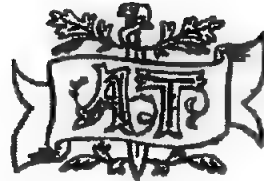
1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



REVISED
06/01/14

Sc.

25 cont Pnl. C

Bg.

day night



Sc.

25 cont Pnl. D

Bg.

Page 24
day night



Dialog:

SFX: *ZZZZ*

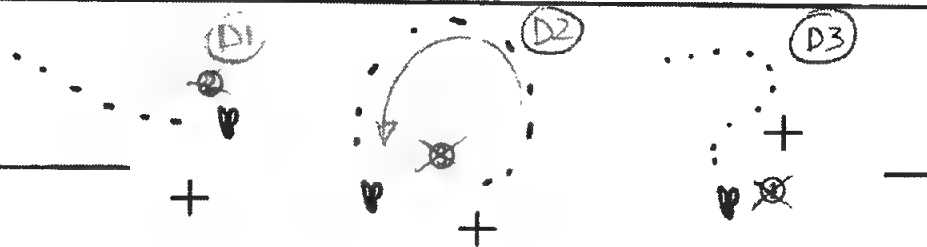
Action:

Jake stirs the pot.

-FLY BUZZES ON/S

APR 23 2014

Timing:



EPISODE# 1025-181

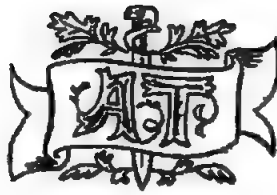
1025/181

Production :

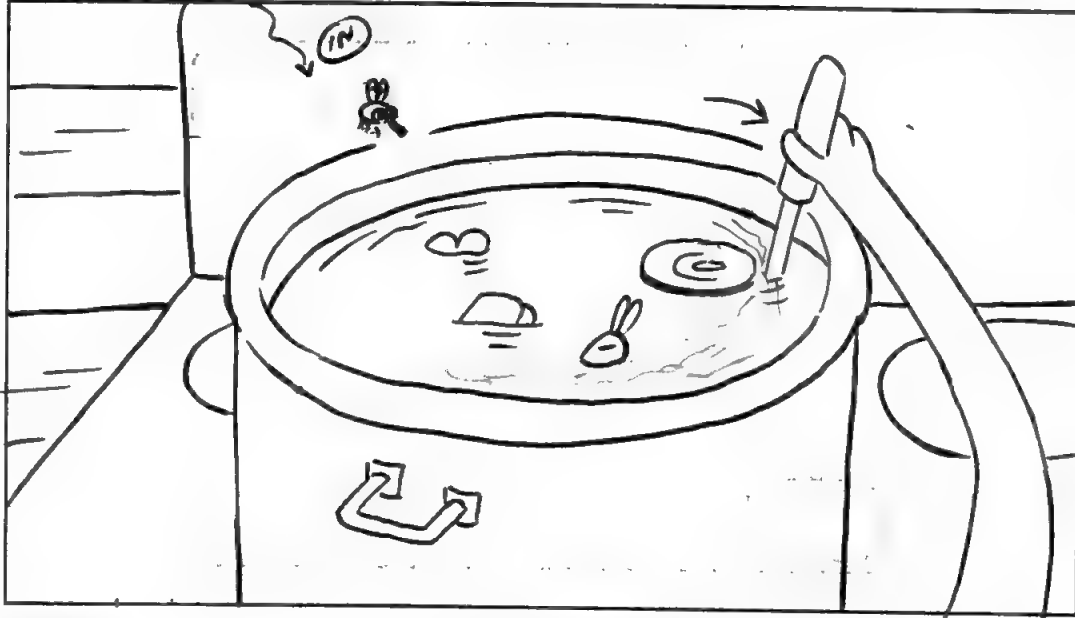
1025/181

1025/181

ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Dialog:

SFX : *ZZZ*

Action:

- FLY COMES ON/S
- FLY LANDS ON POT

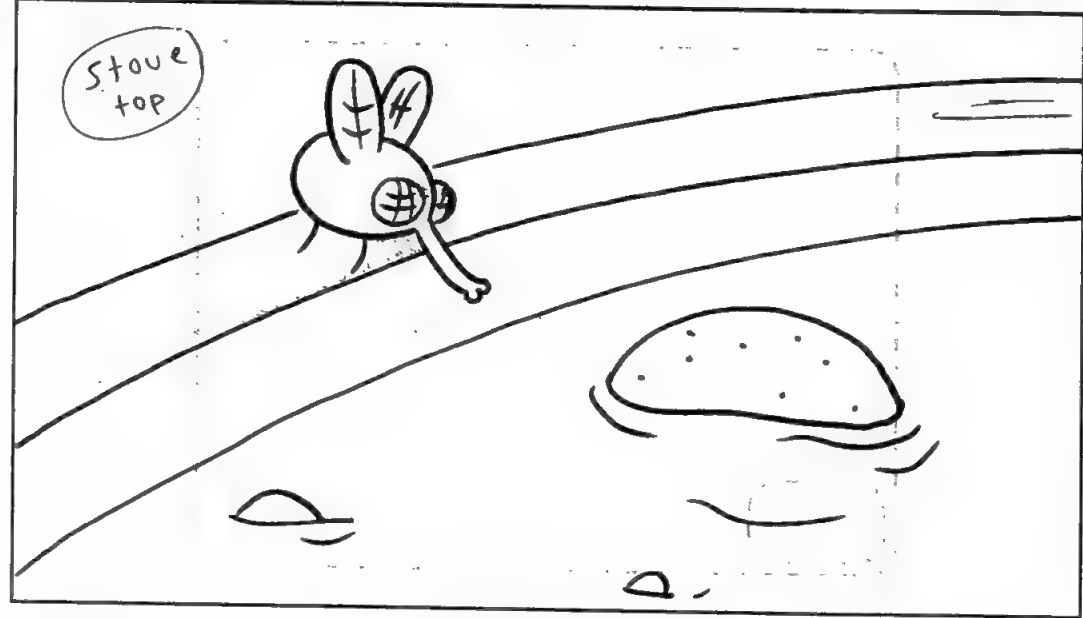
Timing:

S/A

S/A

(AI)

Sc. 27 Pnl. A Bg. day night



SFX : *ZZZ*

- FLY FLAPS WINGS INTERMITTENTLY.

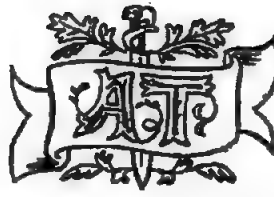
(AI)

APR 23 2014

EPISODE # 1025-181

Production :

ADVENTURE TIME



Page 26

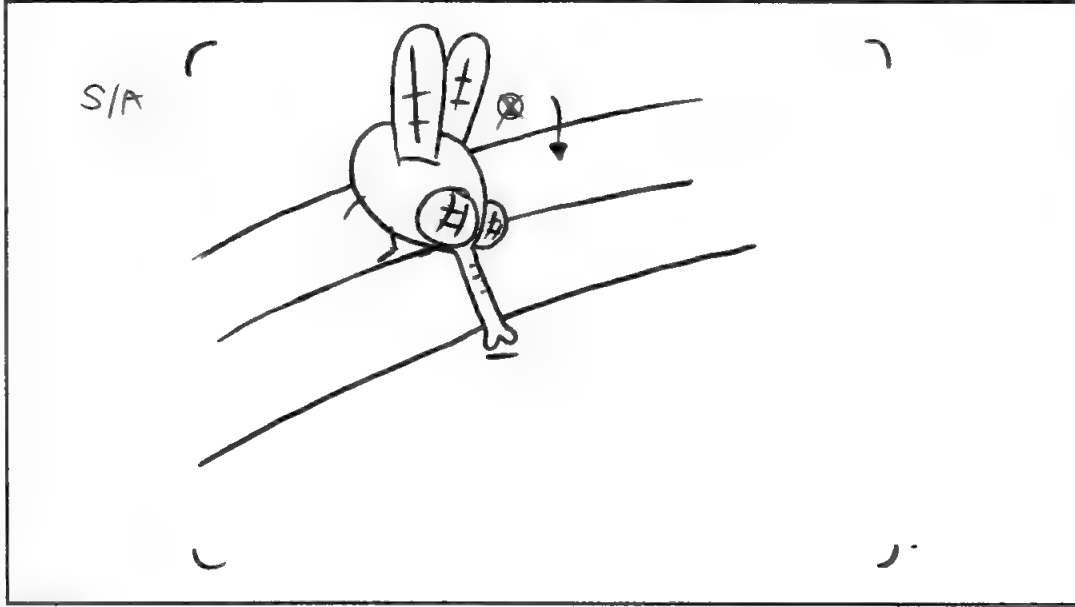
Sc.

27 cont Pnl.

B

Bg.

day night



Sc.

28

Pnl.

A

Bg.

day night



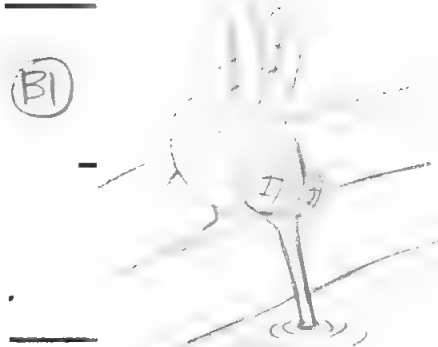
Dialog:

Action:

- fly leans over to
drink in pot

Timing:

(BI)



APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Sc. *26 cont* Pnl. *B* Bg.

day night



Sc. *26 cont* Pnl. *C* Bg.

Page *27*
day night



Dialog:

J: EWW GROSS!!!

J: NASTY !!!

Action:

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



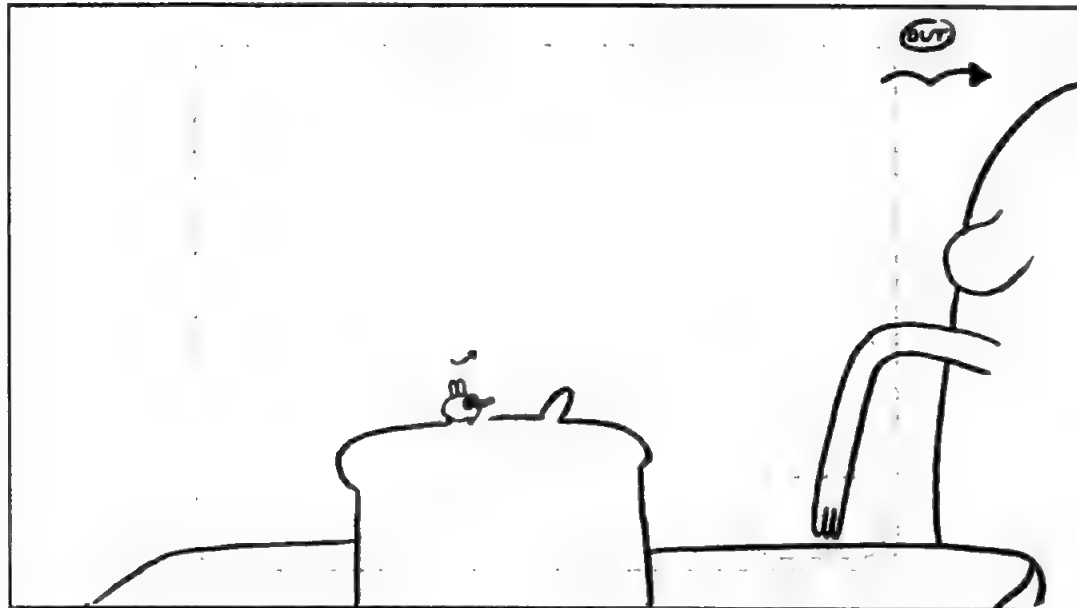
Sc.

28 cont Pnl.

D

Bg.

day night



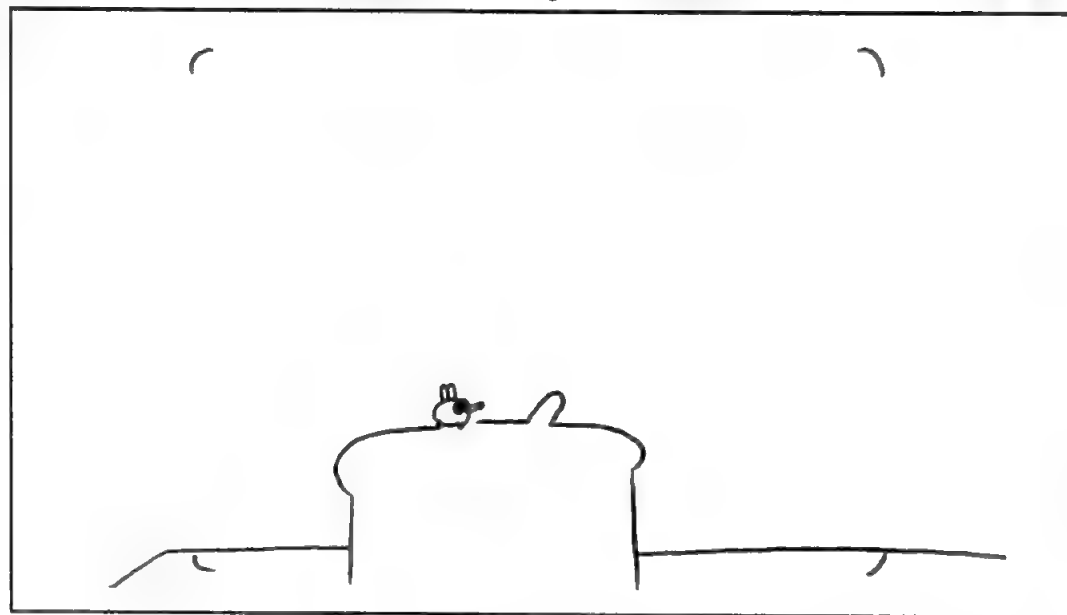
Sc.

28 cont Pnl.

E

Bg.

Page 28
day night



Dialog:

SFX: stuff clanging around

Action:

- J. RUNS OFF/S.

APR 23 2014

Timing:

EPISODE #

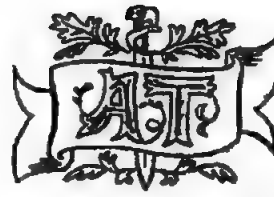
1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Page 29
day night

Sc.

28 cont Pnl.

F

Bg.

day night



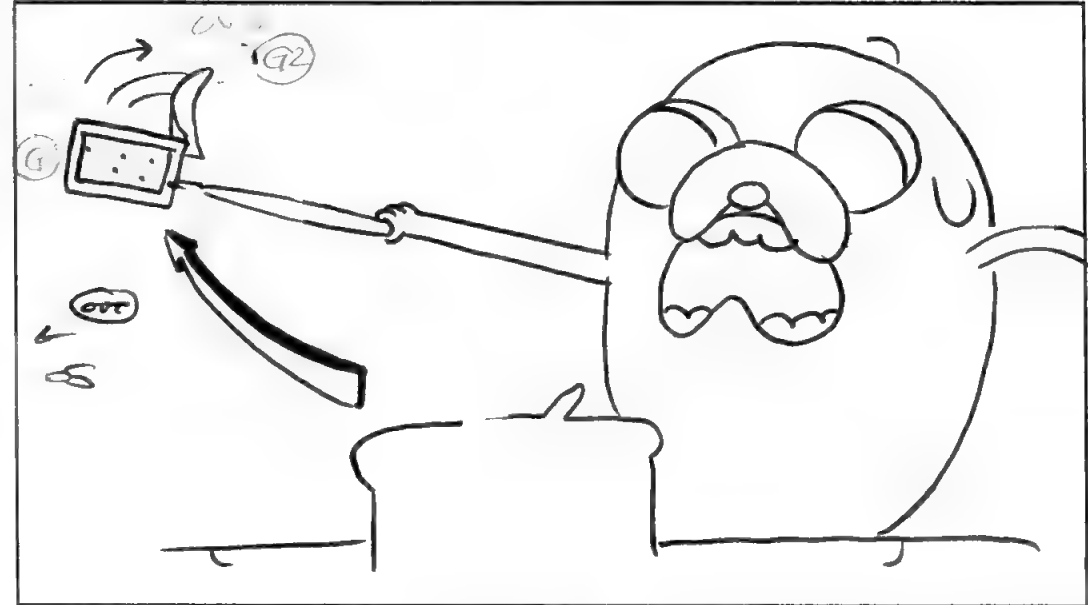
Sc.

28 cont Pnl.

G

Bg.

day night



EPISODE #

1025-181

1025/181

Dialog:

Action:

- J. RUNS BACK ON/S WITH FLYSWATTER.

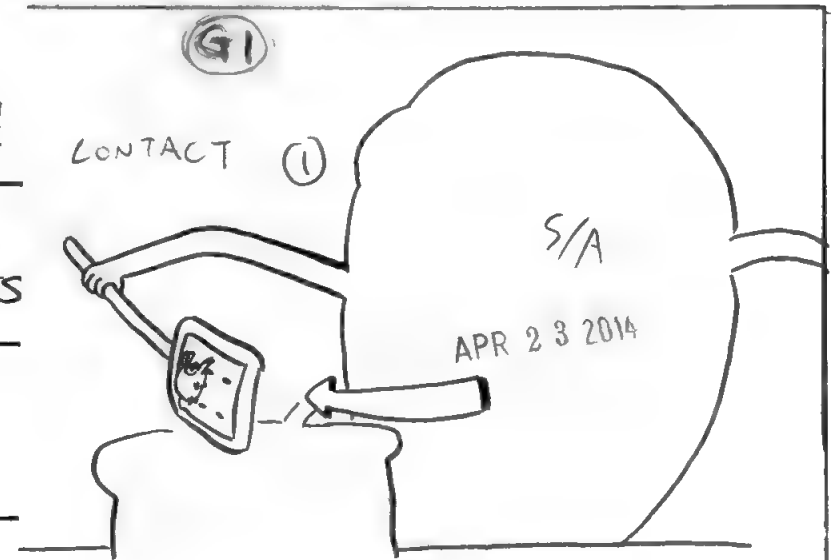
- J. SWATS
AT FLY
- FLY SHOTS
O/S

Timing:

- ANIMATE THROUGH
POSE ①

J:
YAHHH!!!

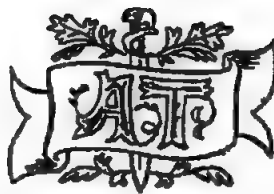
CONTACT ①



1025/181

1025/181

ADVENTURE TIME



Sc.

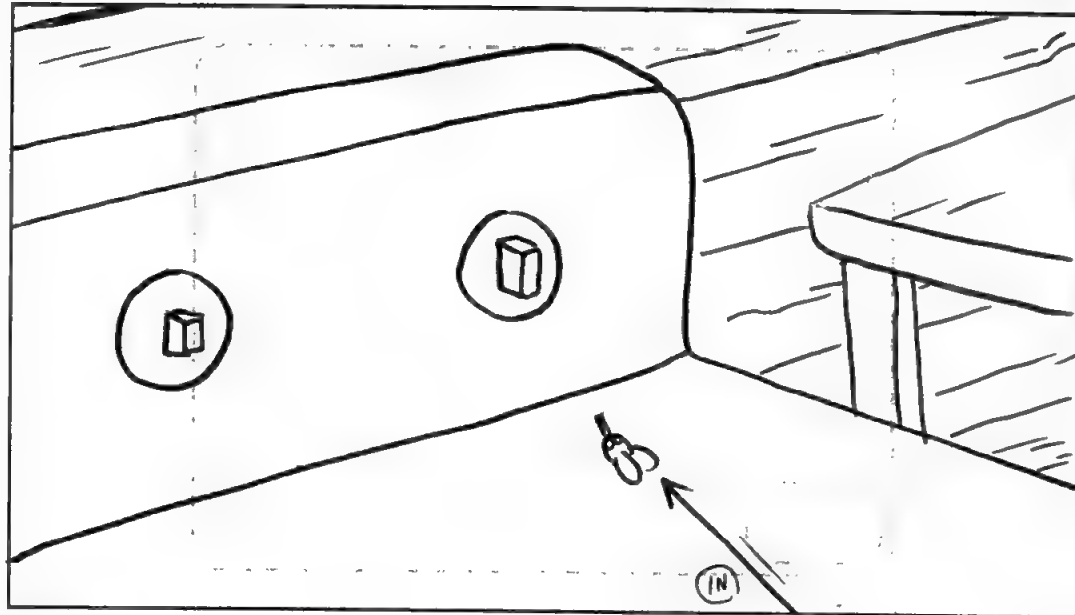
29

Pnl.

A

Bg.

day night



Sc.

29 cont

Pnl.

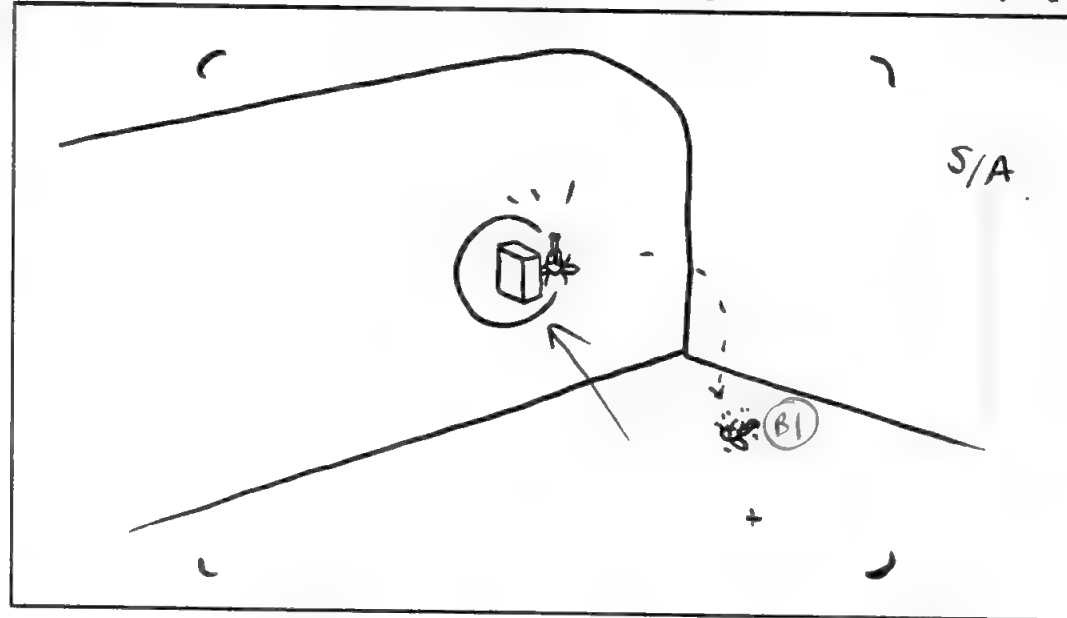
B

Bg.

Page

30

day night



Dialog:

Fly: B22T, B22T

Action:

-FLY ZOOMS ON/S.

-FLY HITS
DIAL AND FALLS.

-FLY'S arms writhe
around.

(B2) (B3) (F1)
+ + +

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

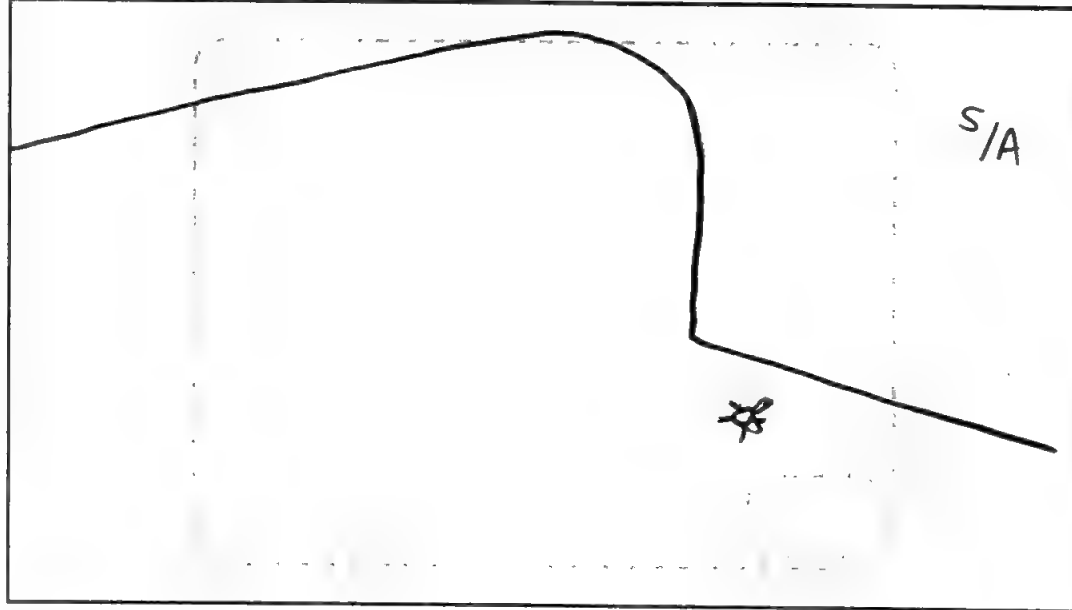
1025/181

1025/181

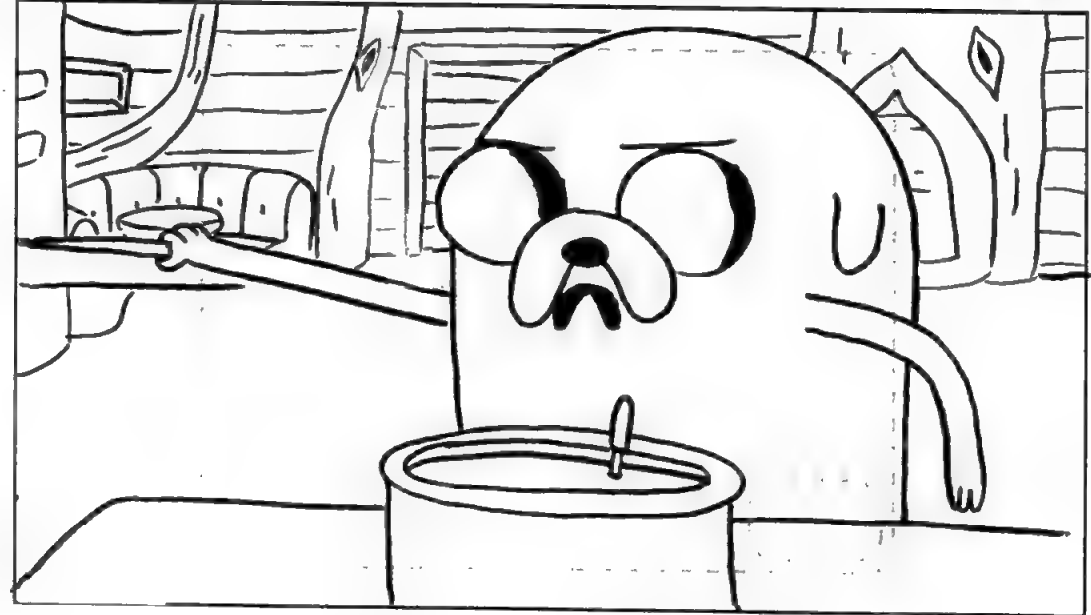
ADVENTURE TIME



Sc. *29 cont* Pnl. *C* Bg. day night



Sc. *30* Pnl. *A* Bg. day night



Dialog:

Action: *-FLY STOPS MOVING.*

Timing:

APR 23 2014

EPISODE #

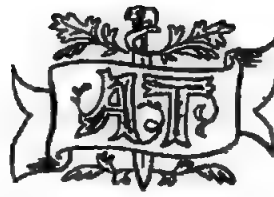
Production :

1025-181

1025/181

1025/181

ADVENTURE TIME



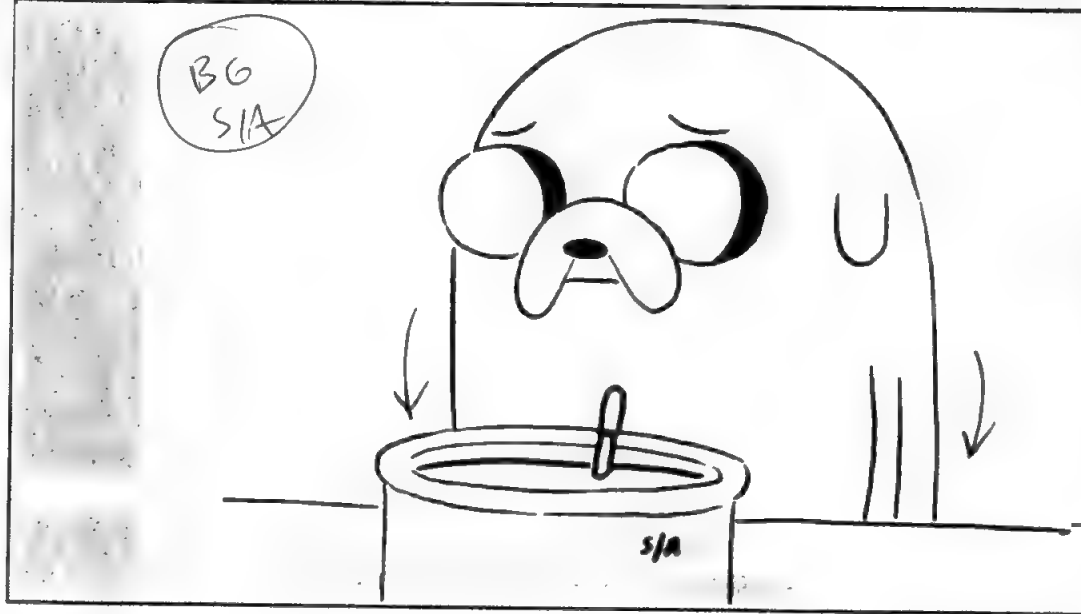
Sc.

30 cont
Pnl.

B

Bg.

day night



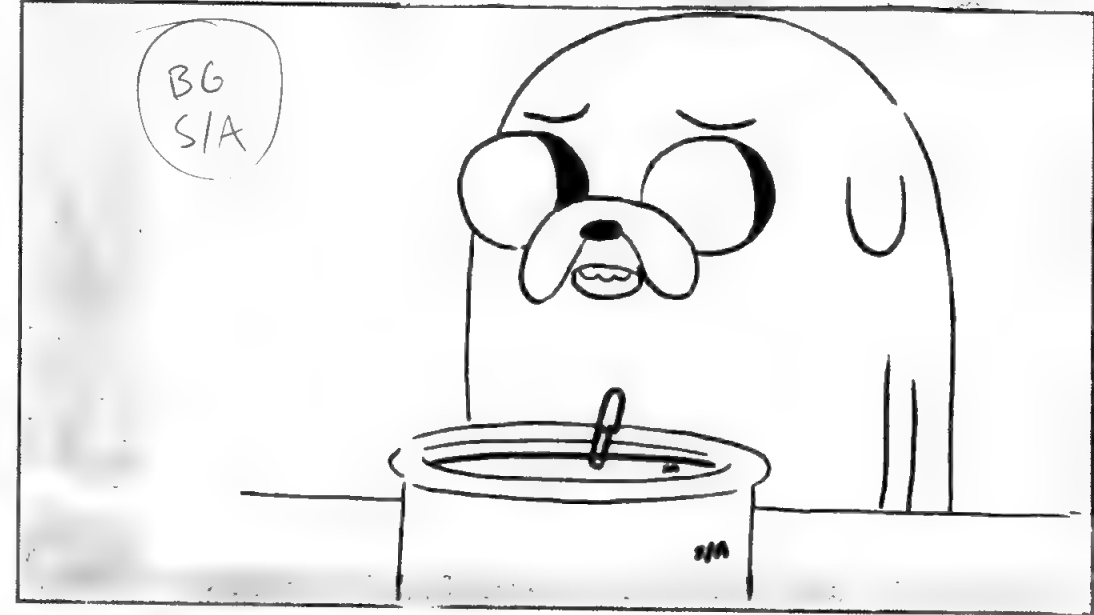
Sc.

30 cont
Pnl.

C

Bg.

Page 37
day night



Dialog:

J: I'm sorry you were born
a fly and I had to kill
you.

Action:

-JAKE'S hands go down

Timing:

APR 23 2011

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

30 *cont*

Pnl.

D

Bg.

day night



Sc.

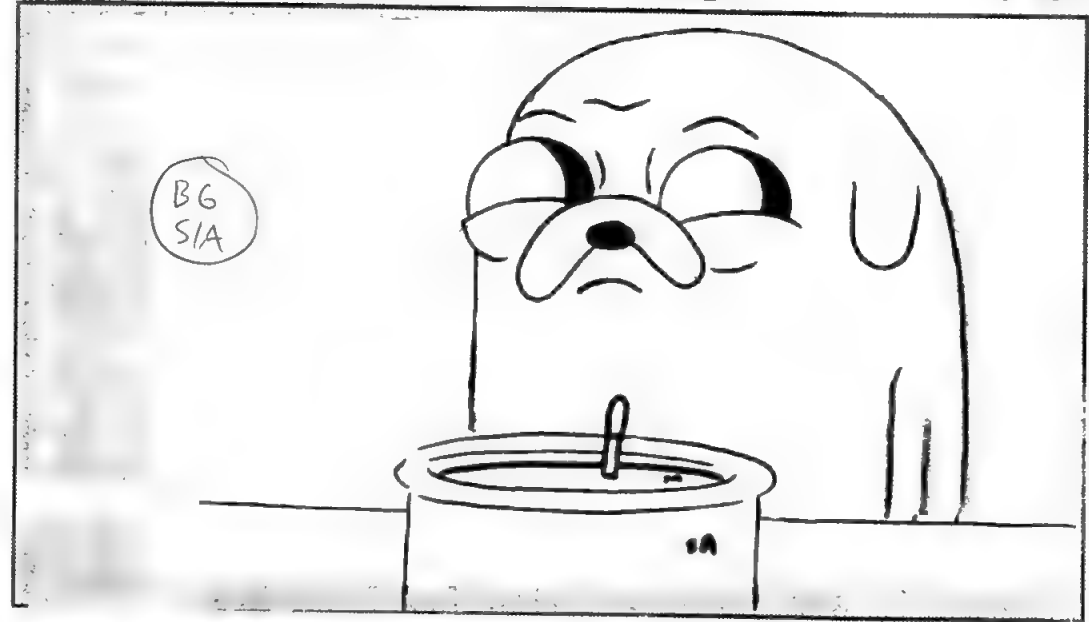
30 *cont*

Pnl.

E

Bg.

day night



Dialog:

J: you disgusting, disgusting creature...

BMO: (O.S.) KEEYA! KEEYA!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

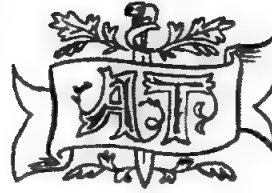
Production :

1025/181

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1025/181

ADVENTURE TIME



Sc.

30 cont Pnl.

F

Bg.

day night

Sc.

30 cont Pnl.

G

Bg.

Page

34

day night



Dialog:

J: BMD!

Action:

Timing:

J: please!!!

APR 23 2014

EPISODE #

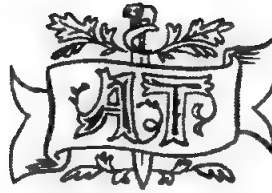
1025-181

Production:

1025/181

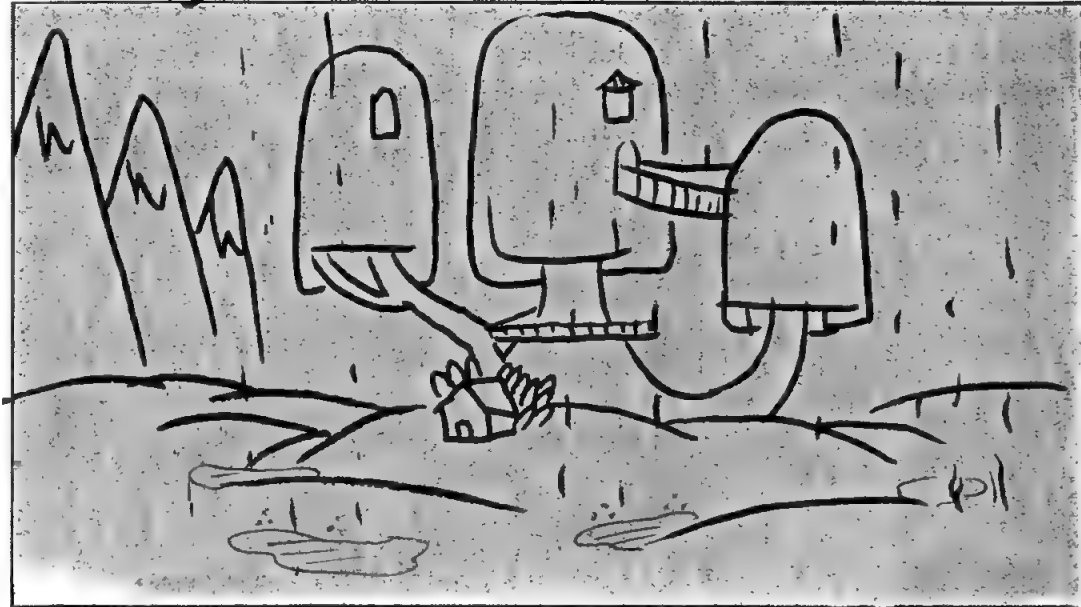
1025/181

ADVENTURE TIME

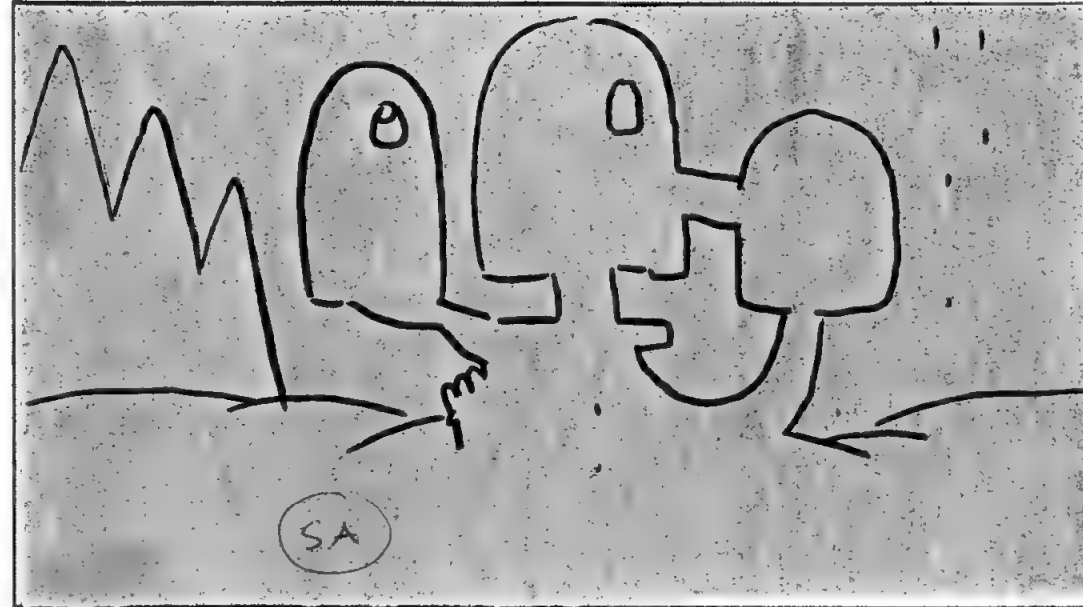


Page **35**

Sc. **31** Pnl. **A** Bg. **EP. 145 8145, 002-15%** day night



Sc. **31 CONT** Pnl. **B** Bg. day night



Dialog:	
Action:	* Rain dissolves ~> OFF.
Timing:	APR 23 2014

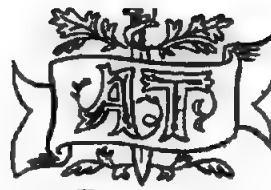
EPISODE # 1025-181
1025/181
Production:

1025/181

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1025/181

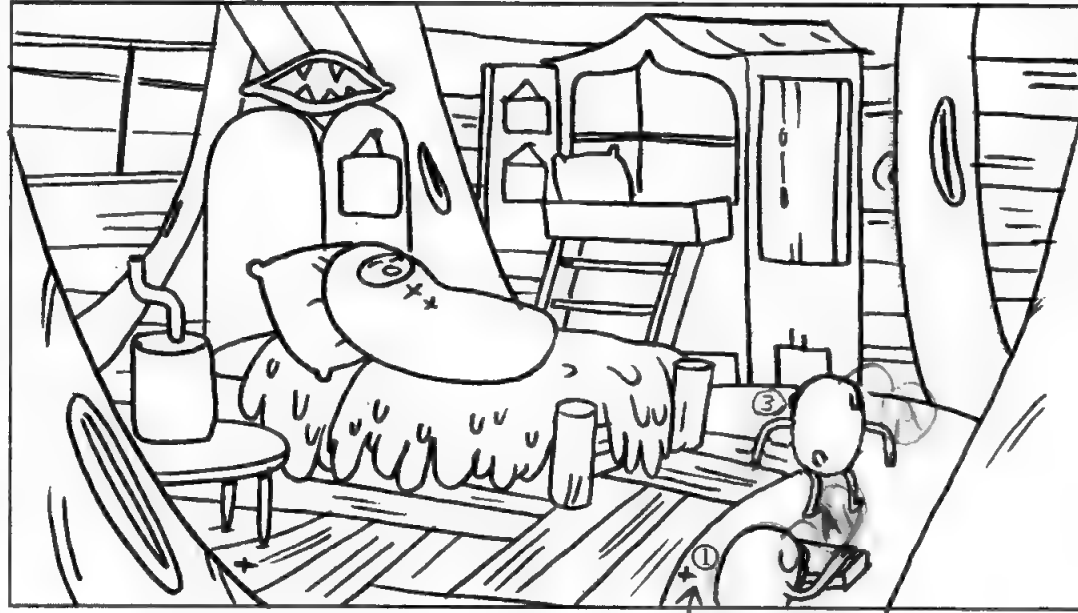
ADVENTURE TIME



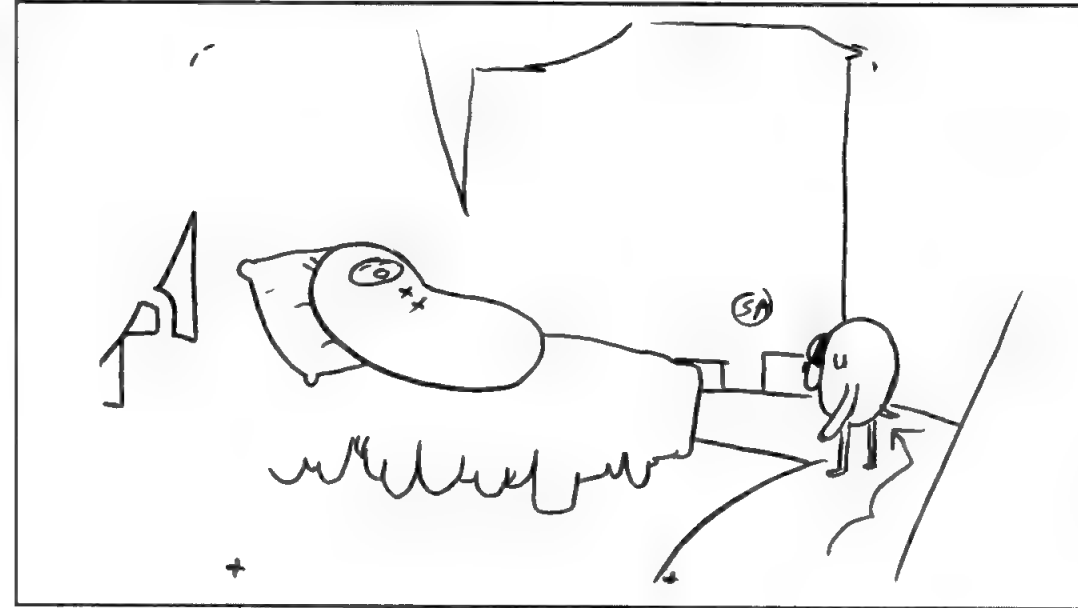
NO SC
33

Page **36**

Sc. **32** Pnl. **A** Bg. day ☒ night



Sc. **32 cont** Pnl. **B** Bg. day ☐ night



Dialog:

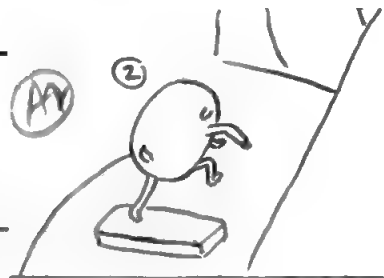
(F) - SNOREZ **(IN)**

Action:

(5) climbs up the steps

(5) looks at FINN
APR 23 2014

Timing:



EPISODE #

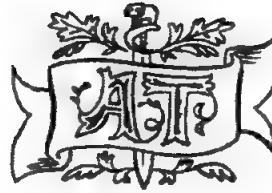
1025-181

1025/181

Production :

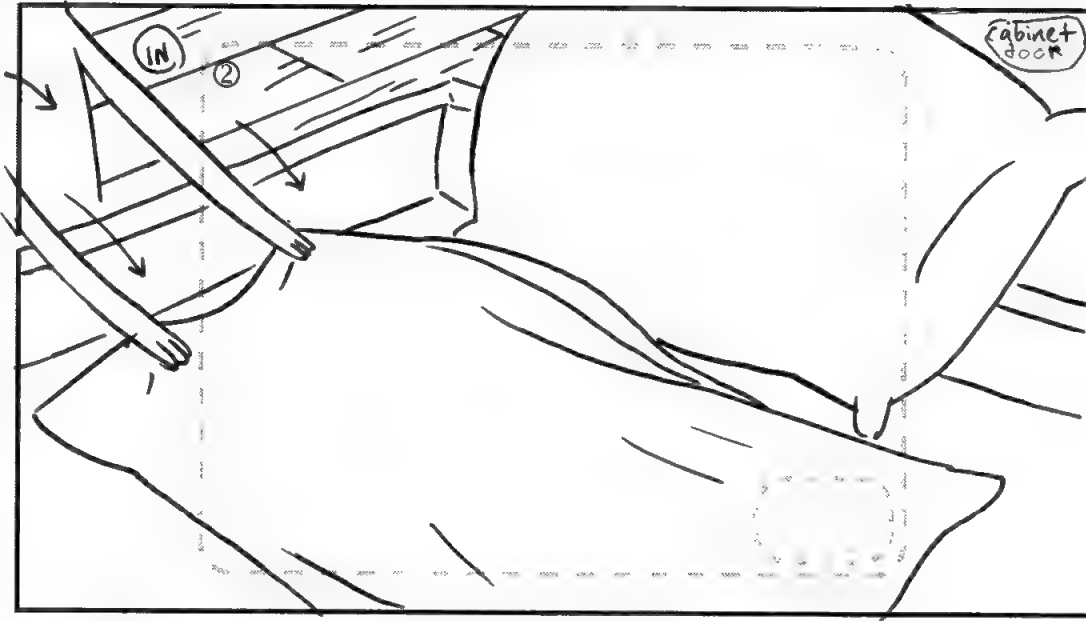
1025/181

ADVENTURE TIME

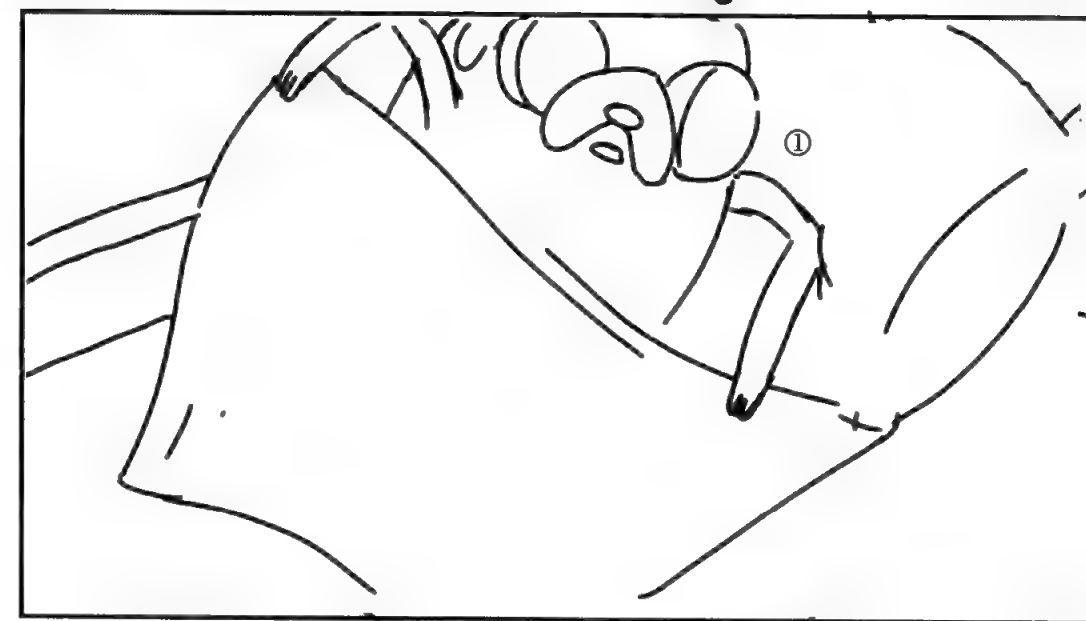


Page **37**
day night

Sc. 34 Pnl. A Bg. day night



Sc. 34 *cont* Pnl. B Bg. day night



Dialog:

Action:

-J REACHES ON/S. AND GRABS BLANKET

-J. GETS INTO BED.



Production:

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



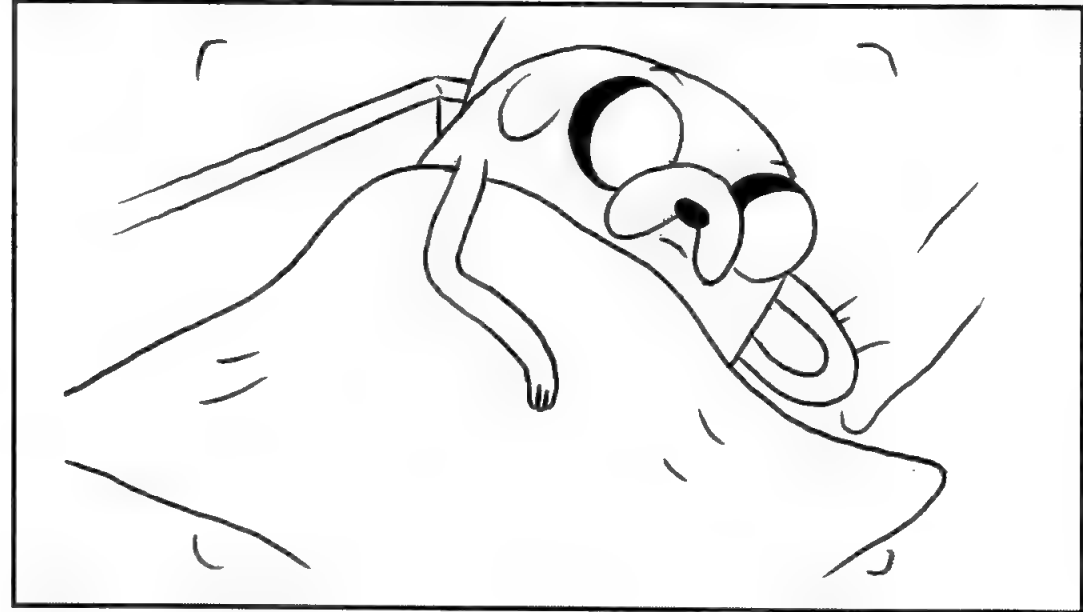
Sc. 34 *cont* Pnl. C

Bg. day night



Sc. 34 *cont* Pnl. D

Bg. day night



Dialog:

J: [SLEEP]

sfx (O.S.) rattling

Action:

(C1) (Jake sleeps for a beat)

-J's Eyes 'pop' open

APR 23 2011

Timing:



EPISODE #

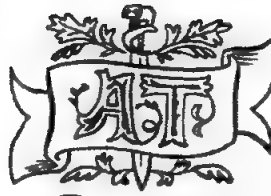
1025-181

1025/181

Production:

1025/181

ADVENTURE TIME

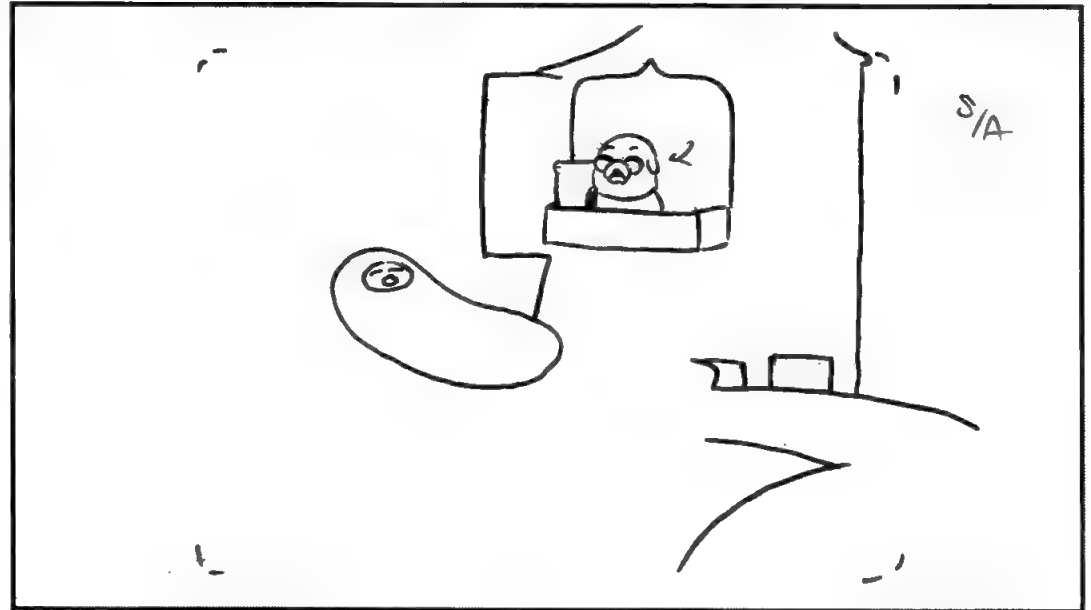


Page **39**

Sc. **35** Pnl. **A** Bg. **day** **night**



Sc. **35 cont** Pnl. **B** Bg. **day** **night**



Dialog:

SFX (NOISE continues)

F: 2222...

Action:



-J. SITS UP.

APR 23 2014

Timing:

(AV)

EPISODE #

1025-181

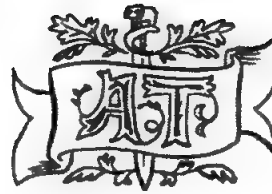
1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Page **40**

Sc.

35 CONT Pnl.

C

Bg.

day night

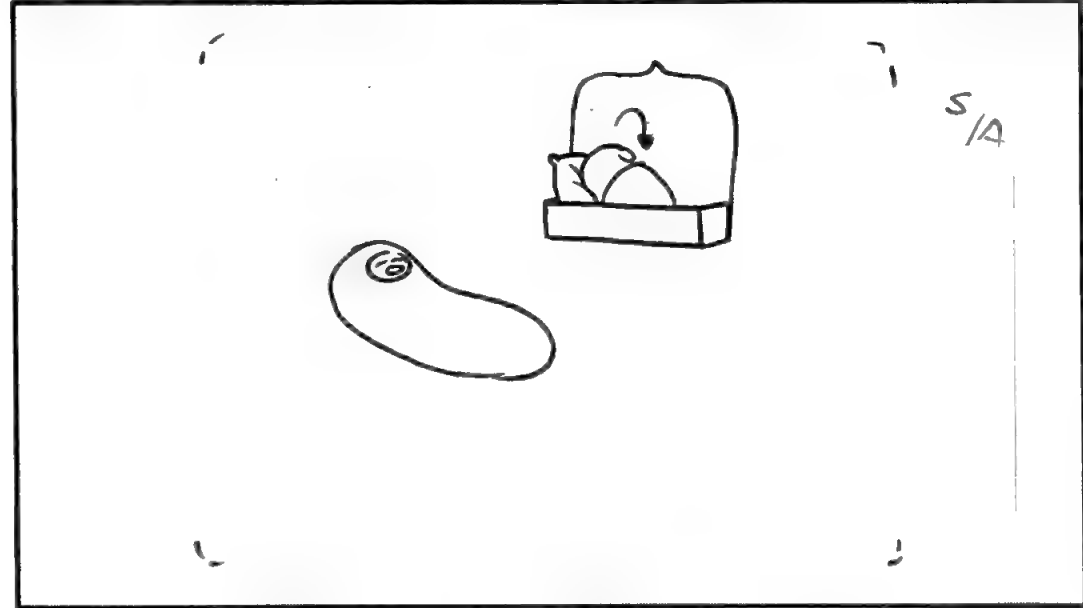
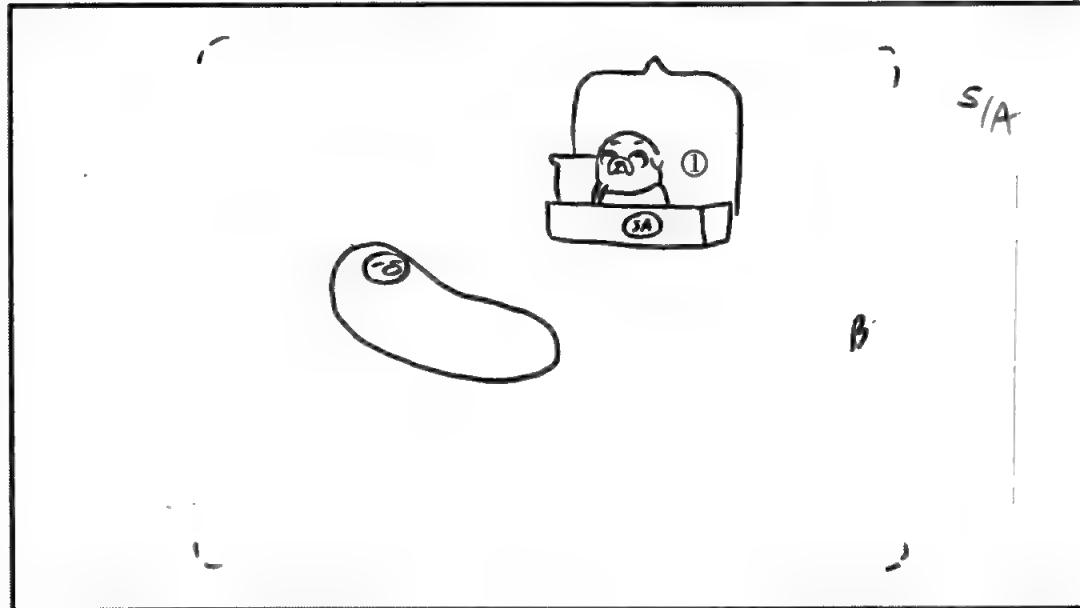
Sc.

35 CONT Pnl.

D

Bg.

day night



Dialog:

(BEAT)
FINN [snores] ~~~~~>

J: Probably just BMO or something ...

Action:

- F. CONTINUES SLEEPING.

- J. ROLLS OVER AGAIN.

APR 23 2014

Timing:



EPISODE #

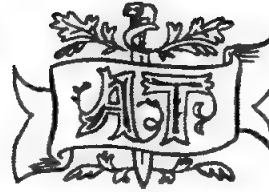
1025-181

1025/181

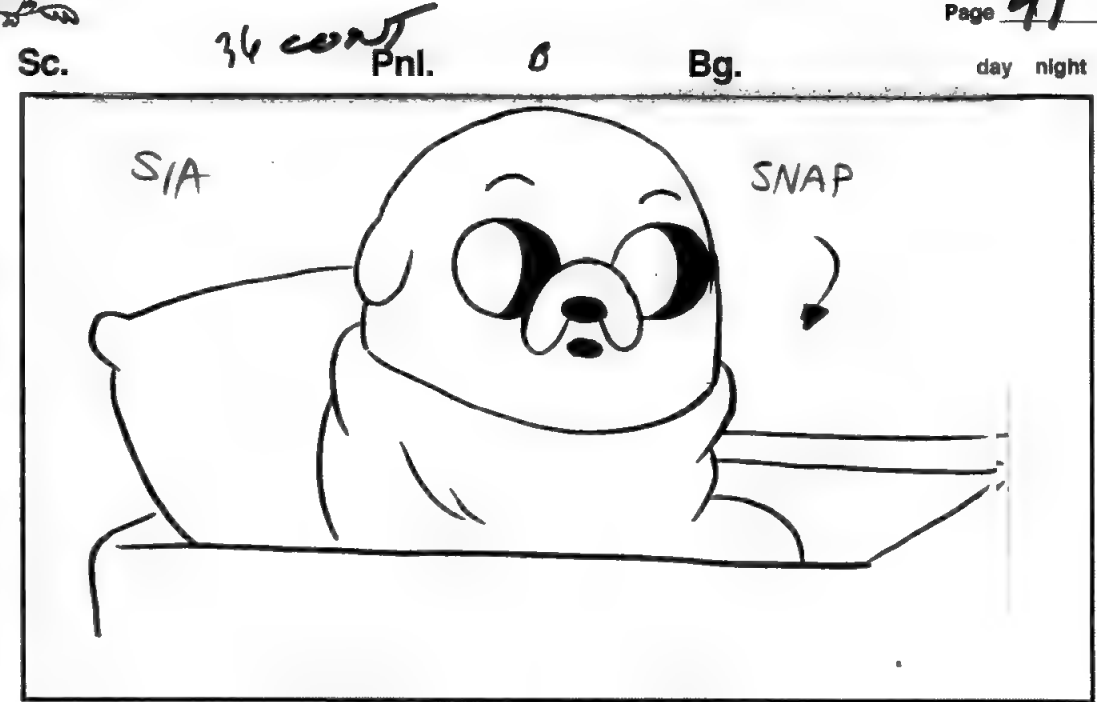
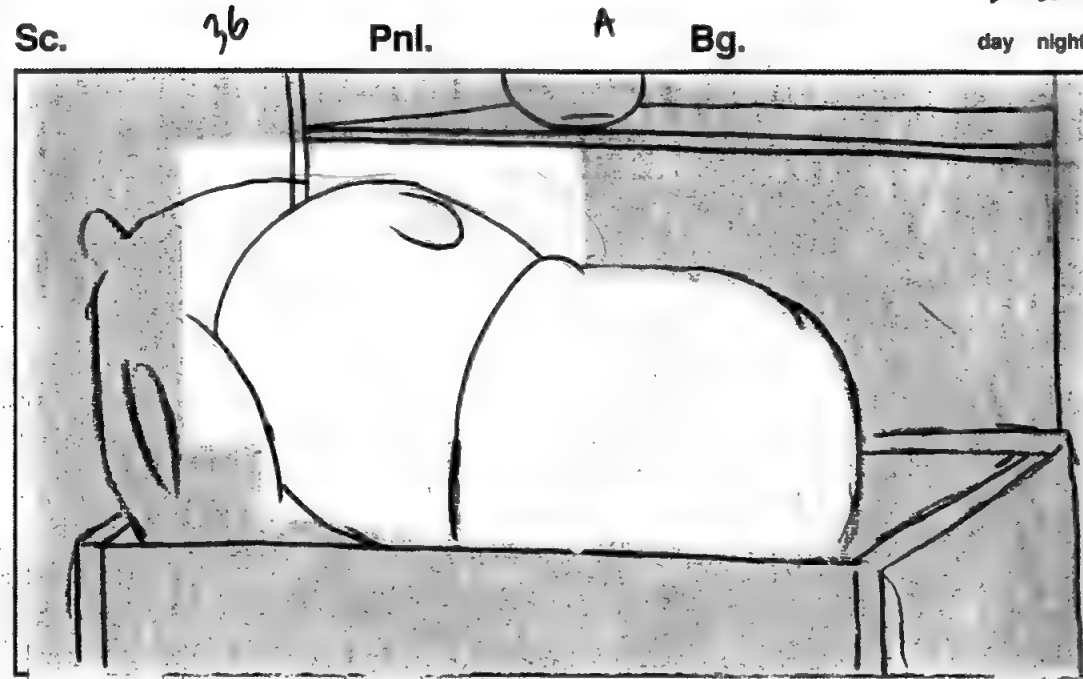
Production:

1025/181

ADVENTURE TIME



Page 41
day night



Dialog:

SFX: (o/s) * HAUNTING 30s JAZZ ON A VICTROLA * —————

Action:

— Jake pops up and turns.

APR 23 2014

Timing:

EPISODE #

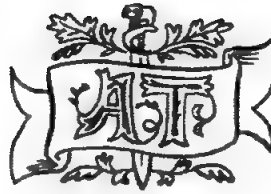
1025-181

1025/181

Production:

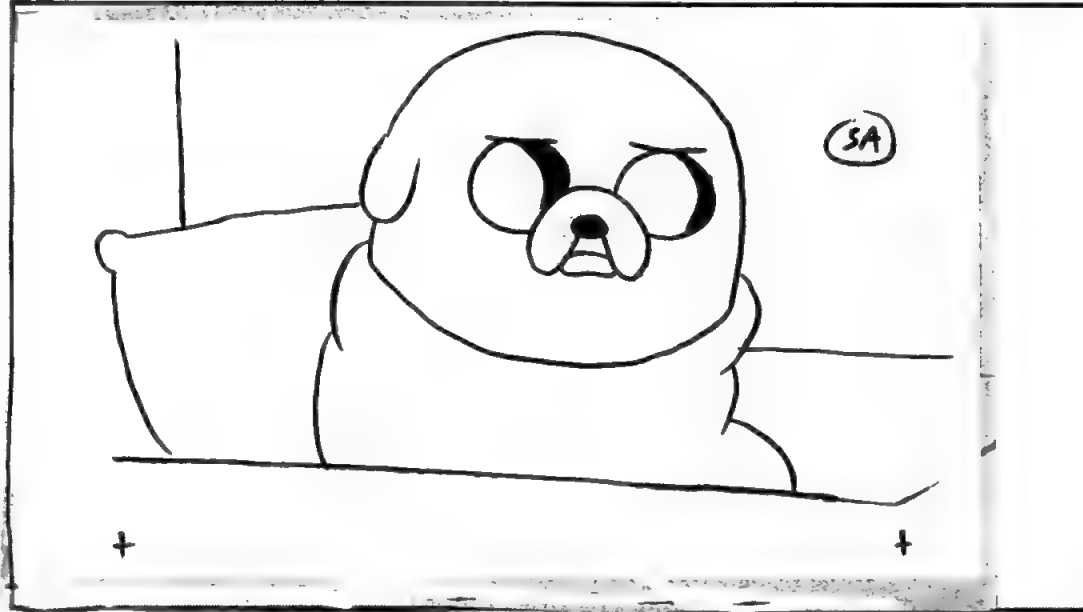
1025/181

ADVENTURE TIME

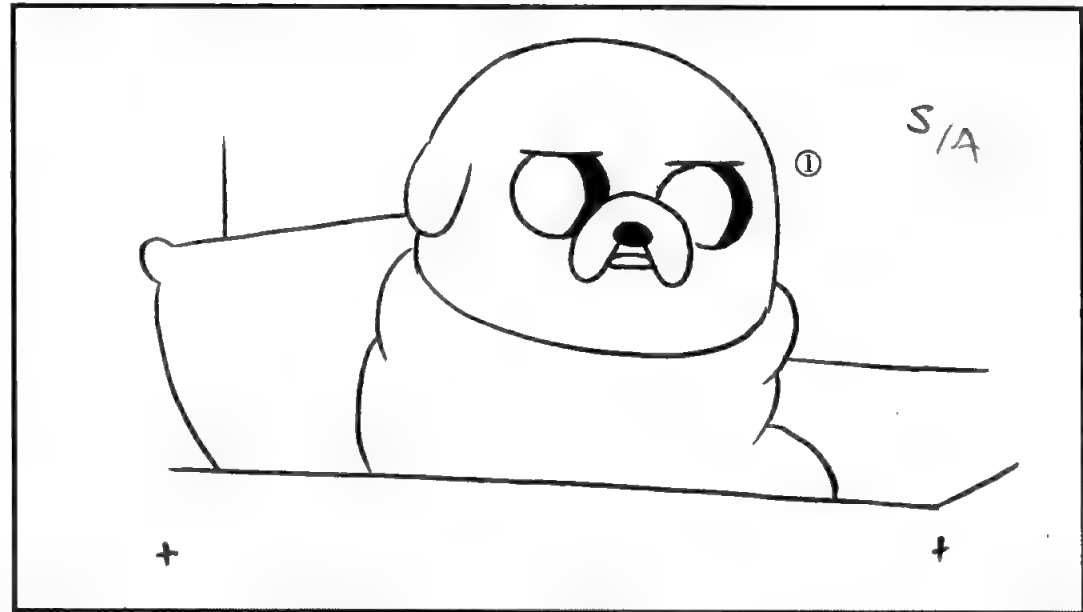


Page 42

Sc. 36 cont Pnl. C Bg. day night



Sc. 36 cont Pnl. D Bg. day night



Dialog:

J: That's weird...

J: (suspicious) BMO DOESN'T
like 30's jazz...

Action:

Timing:

APR 23 2014



EPISODE #

1025-181

1025/181

Production:

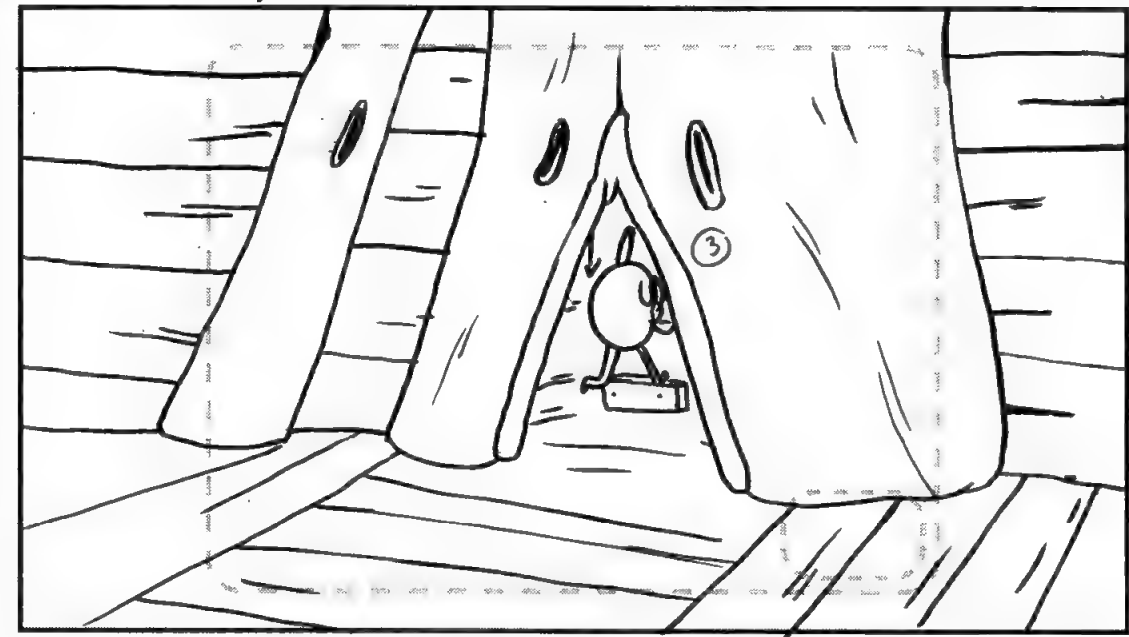
1025/181

ADVENTURE TIME

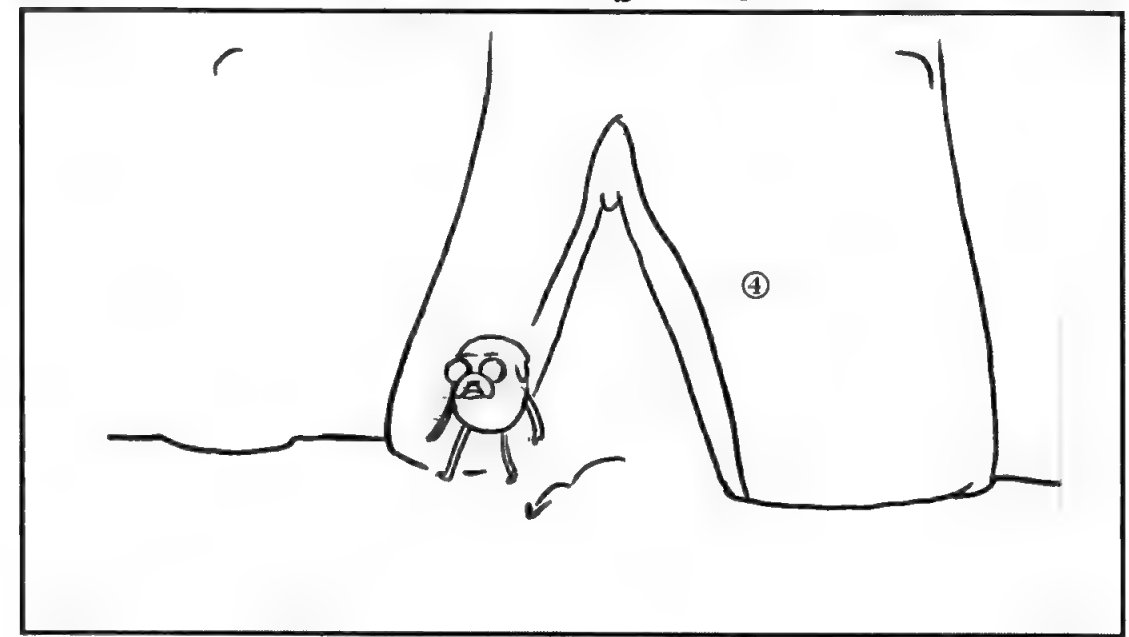


Page **43**

Sc. **37** Pnl. **A** Bg. day night



Sc. **37 cont** Pnl. **B** Bg. day night



Dialog:

SFX: (music in bg)

Action: - Jake climbs down stairs

Timing:

AL — JAKE WALKS AWAY

APR 23 2014

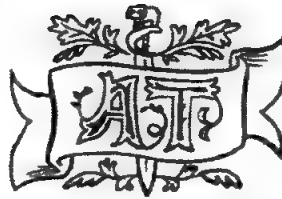
1025/181

EPISODE # 1025-181
1025/181

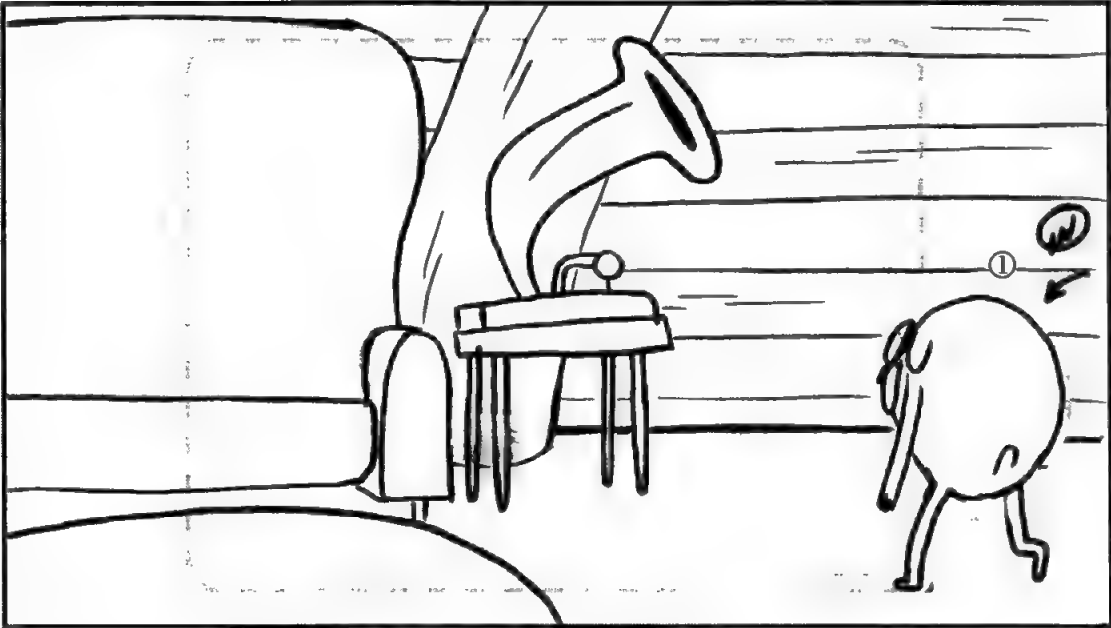
Production:

1025/181

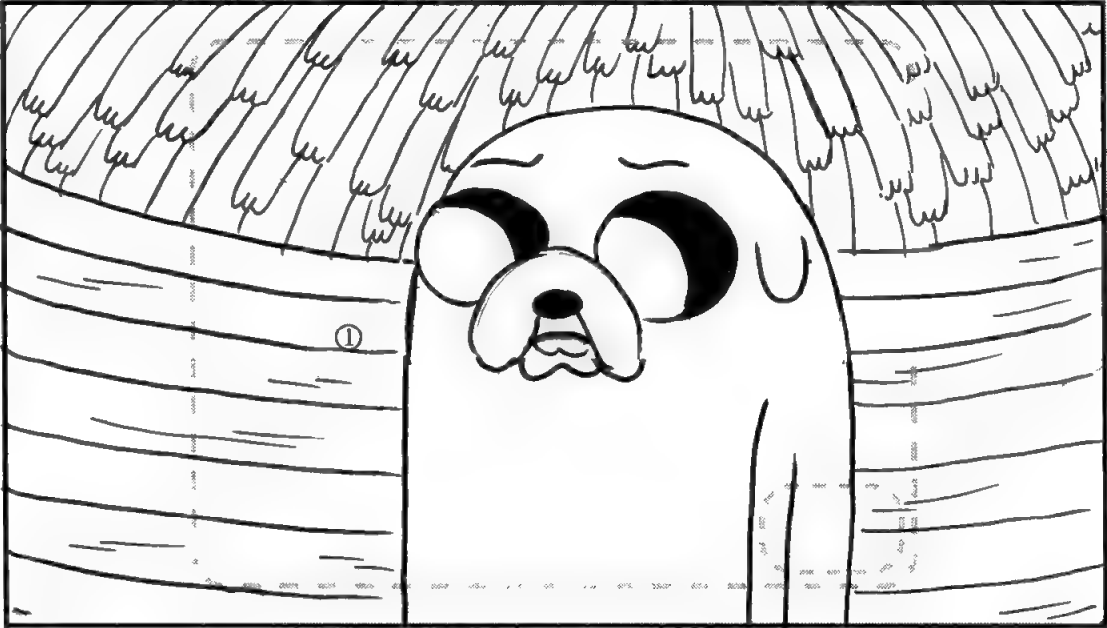
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night





Dialog:

♪ 30s JAZZ

Action:

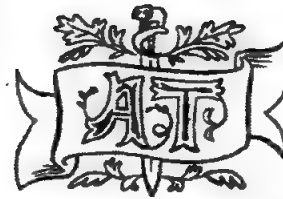
- J. WALKS ON/IS AND STOPS IN FRONT OF VICTROLA

Timing:



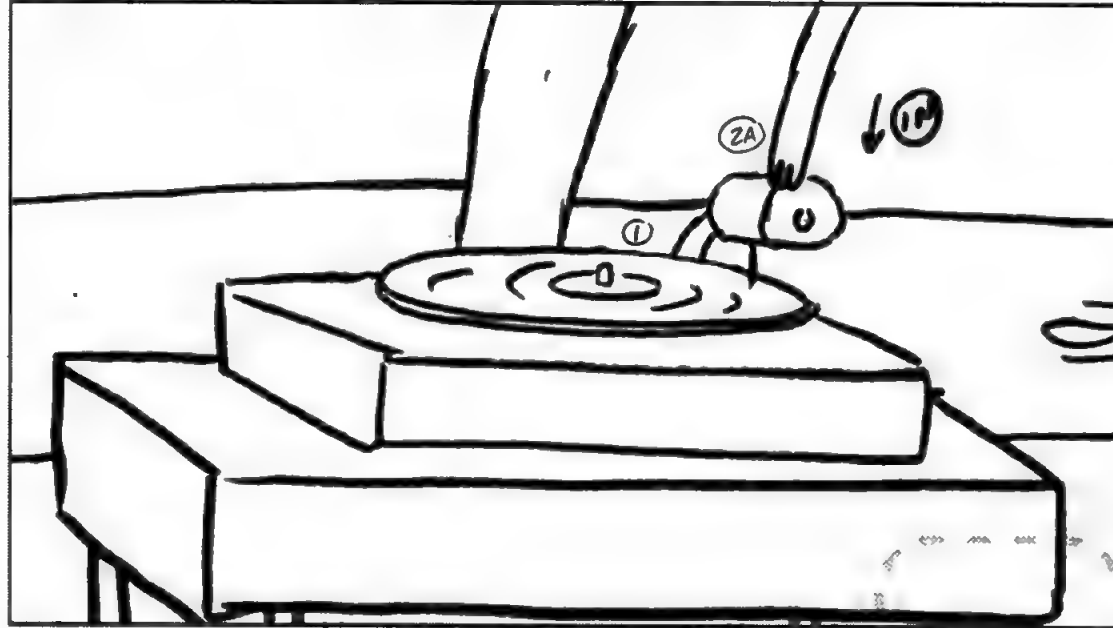
APR 23 2014

ADVENTURE TIME

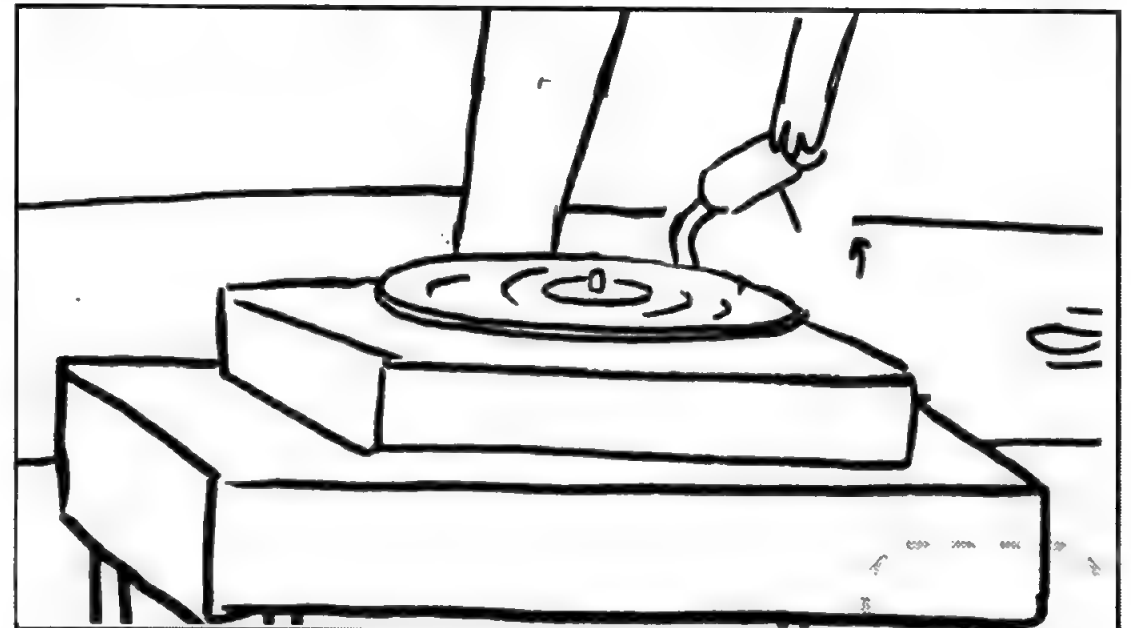


Page 45

Sc. 40 Pnl. A Bg. day night



Sc. 40 cont Pnl. B Bg. day night



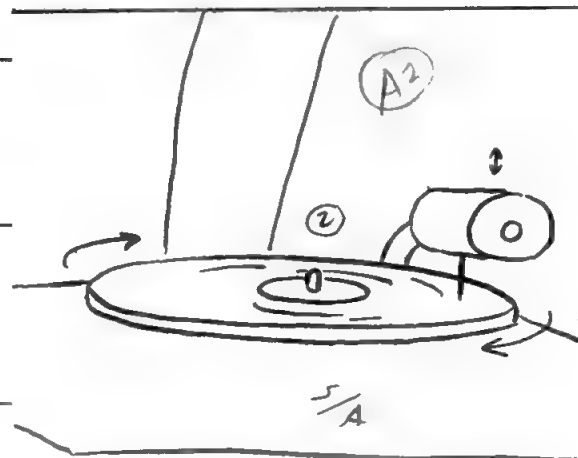
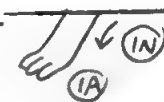
Dialog:

SFX: (music)

Action:

- record spins

Timing:



- Jake lifts needle

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

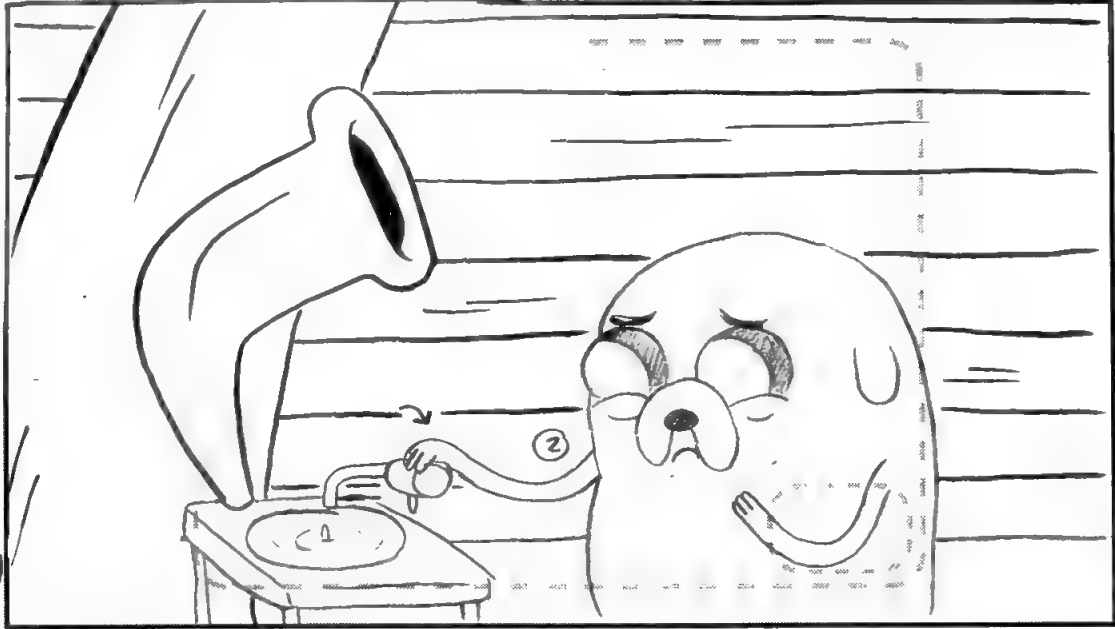
1025/181

1025/181

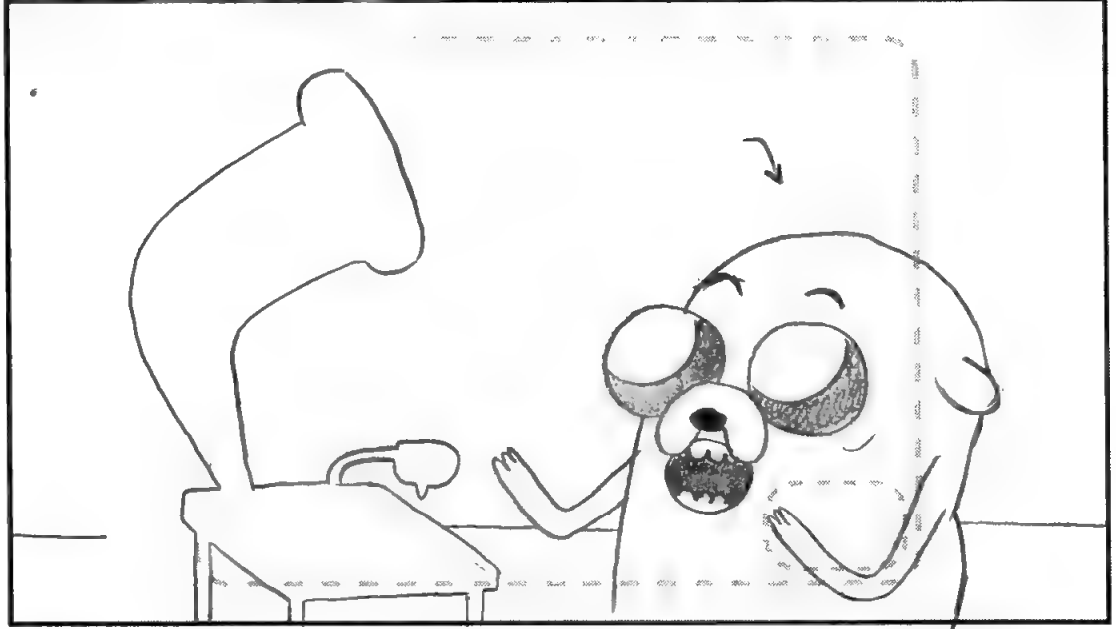
ADVENTURE TIME



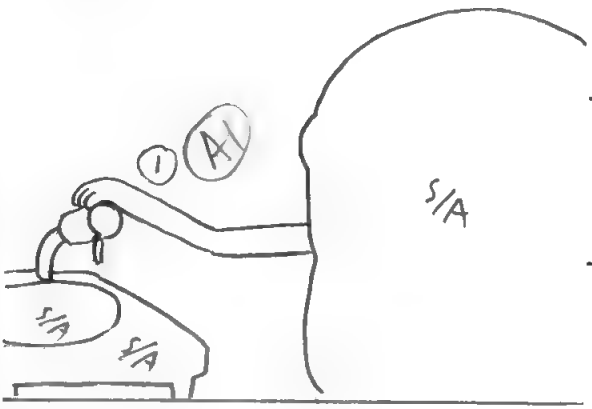
Sc. **41** Pnl. **A** Bg. day night



Sc. **41 cont** Pnl. **B** Bg. day night



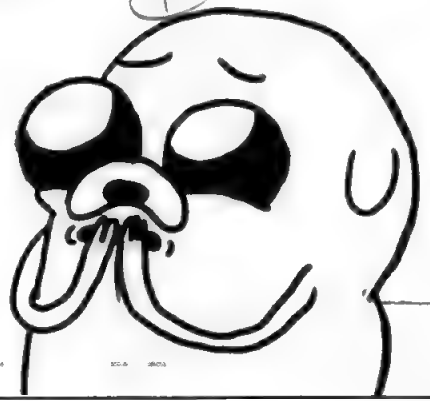
Dialog:



Jake: <gasp>

SFX: *CYMBALS CLASH*

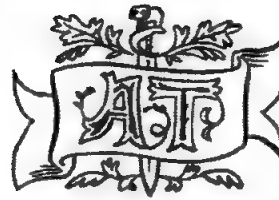
- JAKE LEAN
BACK SHOCKING



EPISODE #

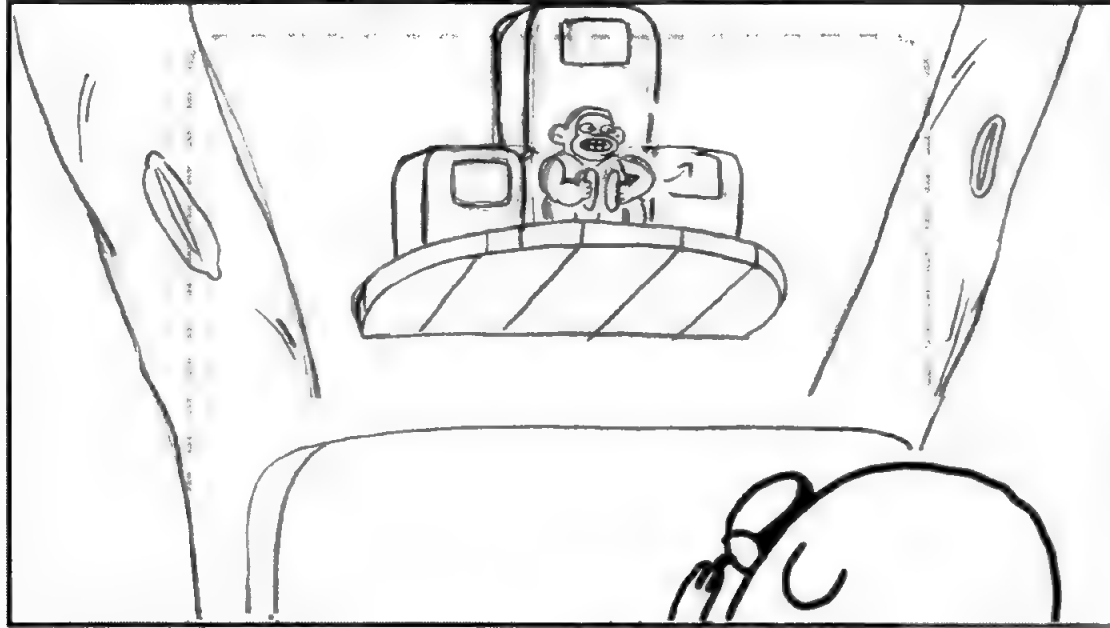
Production:

ADVENTURE TIME

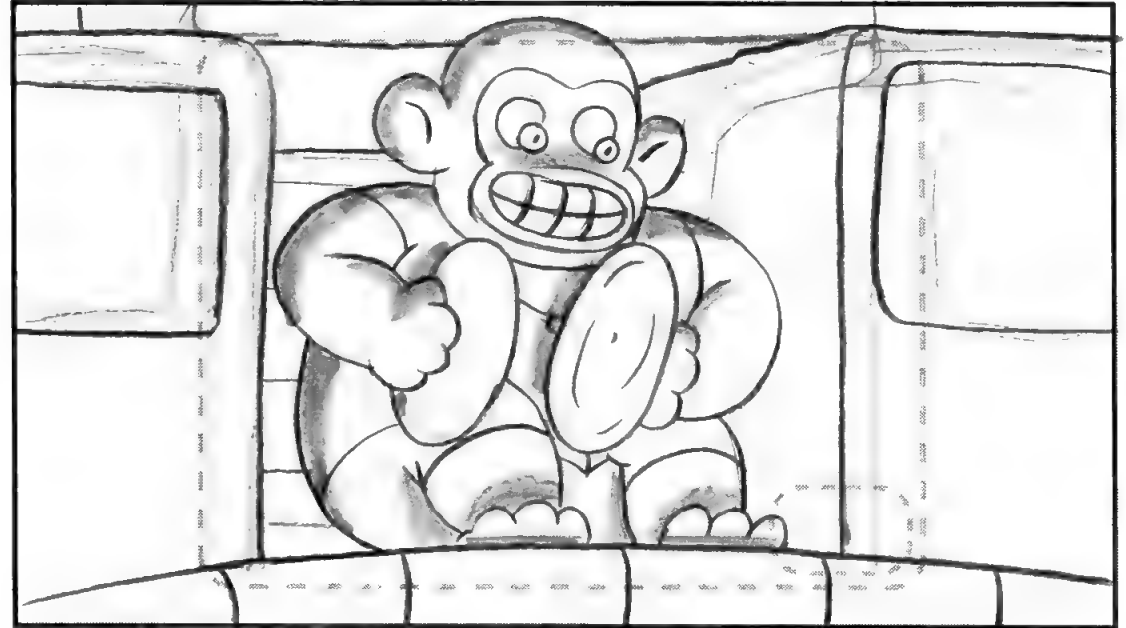


Page **47**

Sc. **42** Pnl. **A** Bg. day night



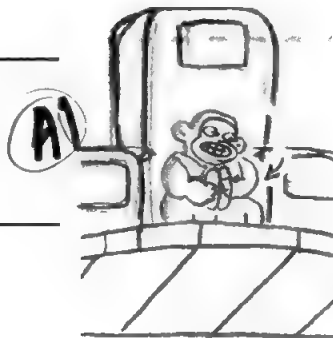
Sc. **43** Pnl. **A** Bg. day night



Dialog:

sfx: (symbols clanging quickly)

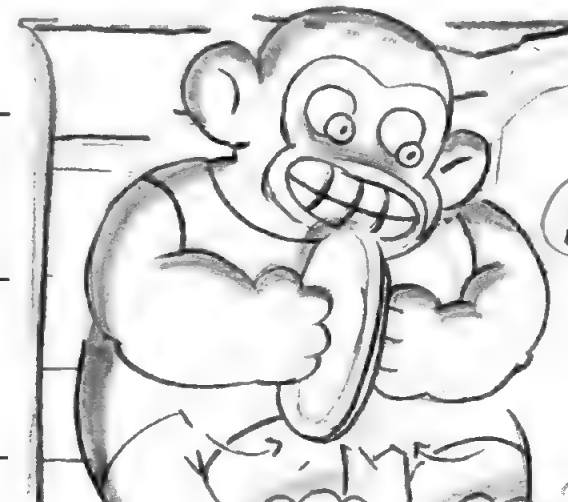
Action:



- TOY MONKEY
PLAYS CYMBALS.

Timing:

sfx: *chk-chk-chk*



APR 23 2014

EPISODE #

1025-181

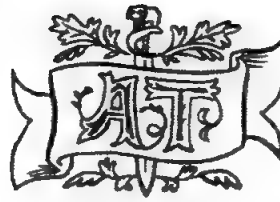
1025/181

Production:

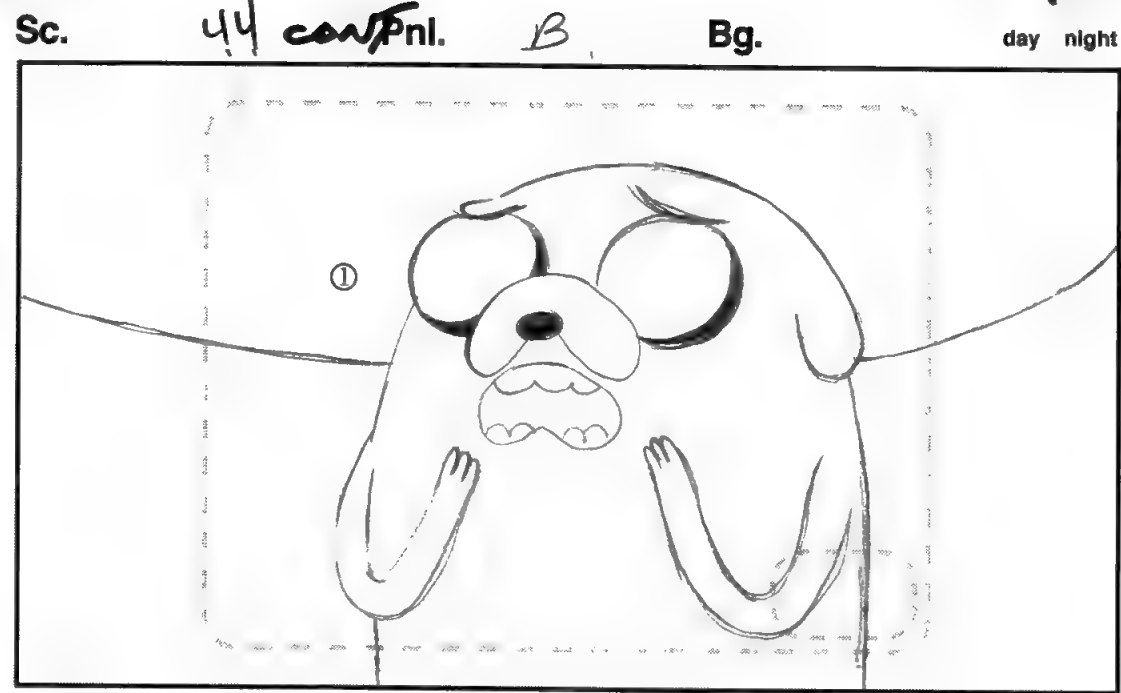
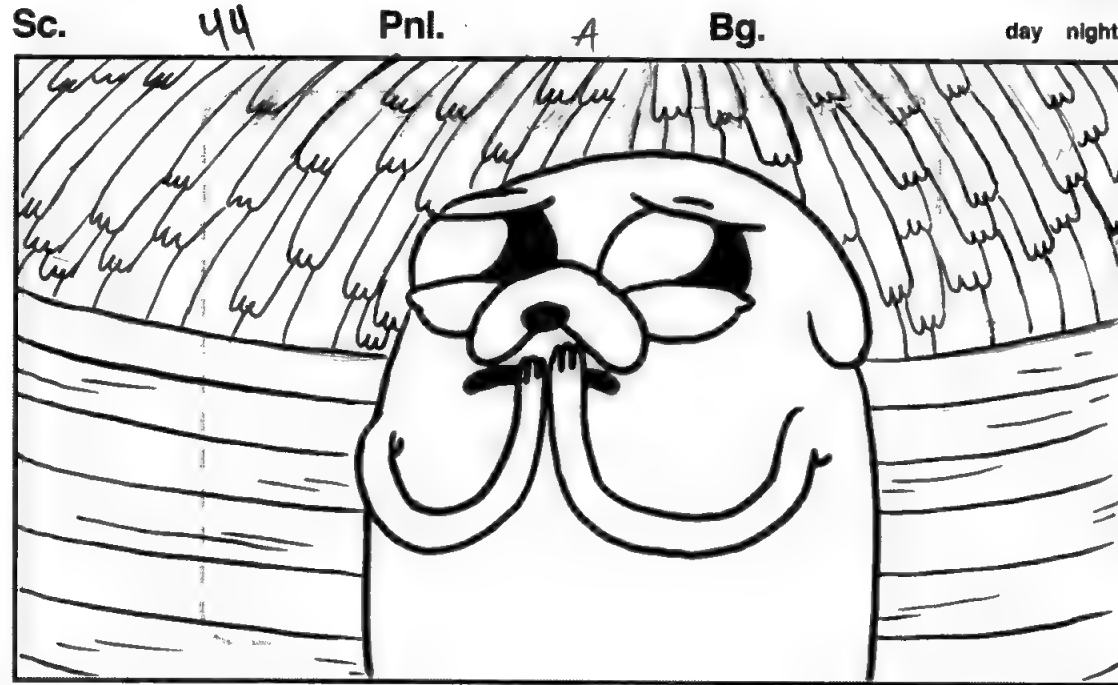
1025/181

1025/181

ADVENTURE TIME



Page 48
day night



Dialog:

Action:

Timing:

J I didn't know we
had one of those..
GHOST FLY (O.S.) WOOO



APR 23 2014

EPISODE #

Production:

1025-181

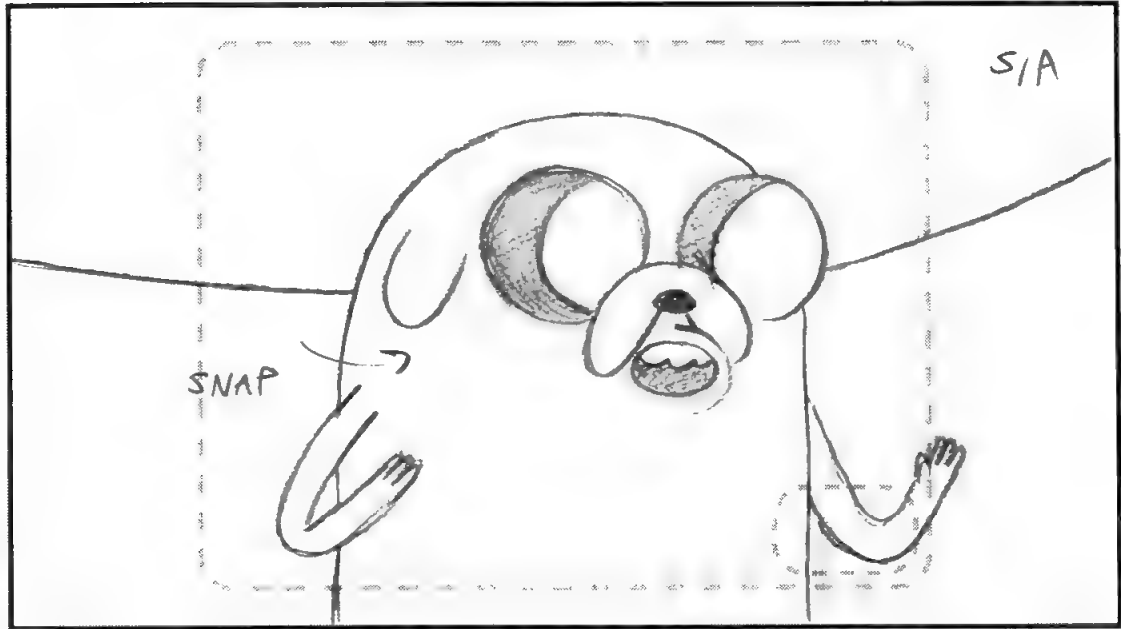
1025/181

1025/181

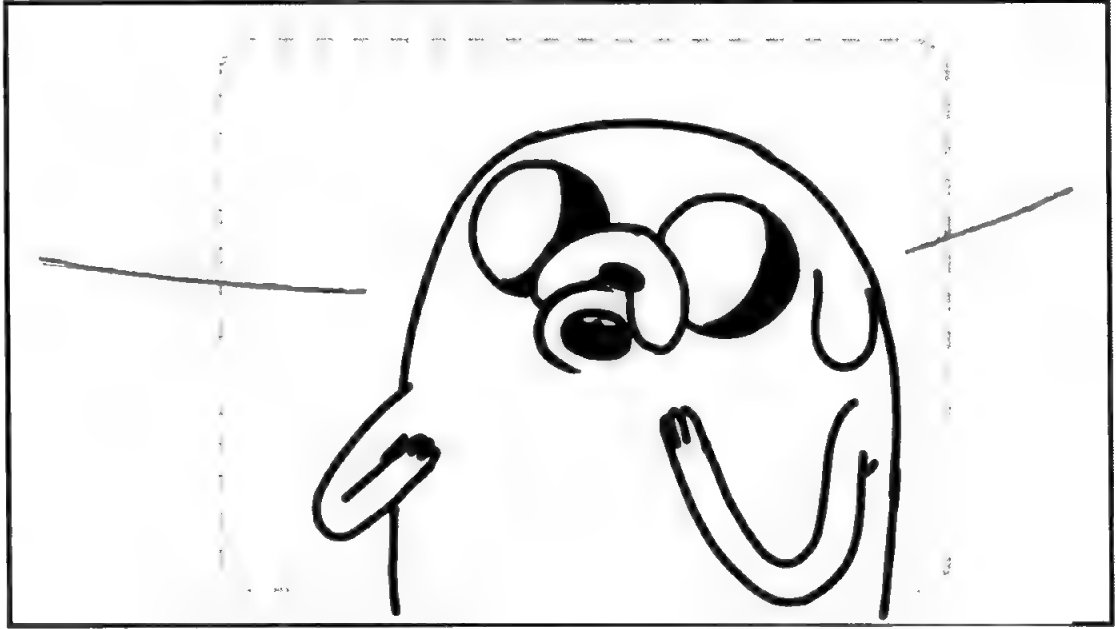
ADVENTURE TIME



Sc. 44 cont Pnl. C Bg. day night



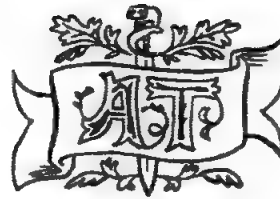
Sc. 44 cont Pnl. D Bg. day night



Dialog:	Jake: <panting> (0/5) (6x) WBOO...
Action:	- JAKE WHIPS TO LOOK AT SOURCE OF SOUND APR 28 2011
Timing:	

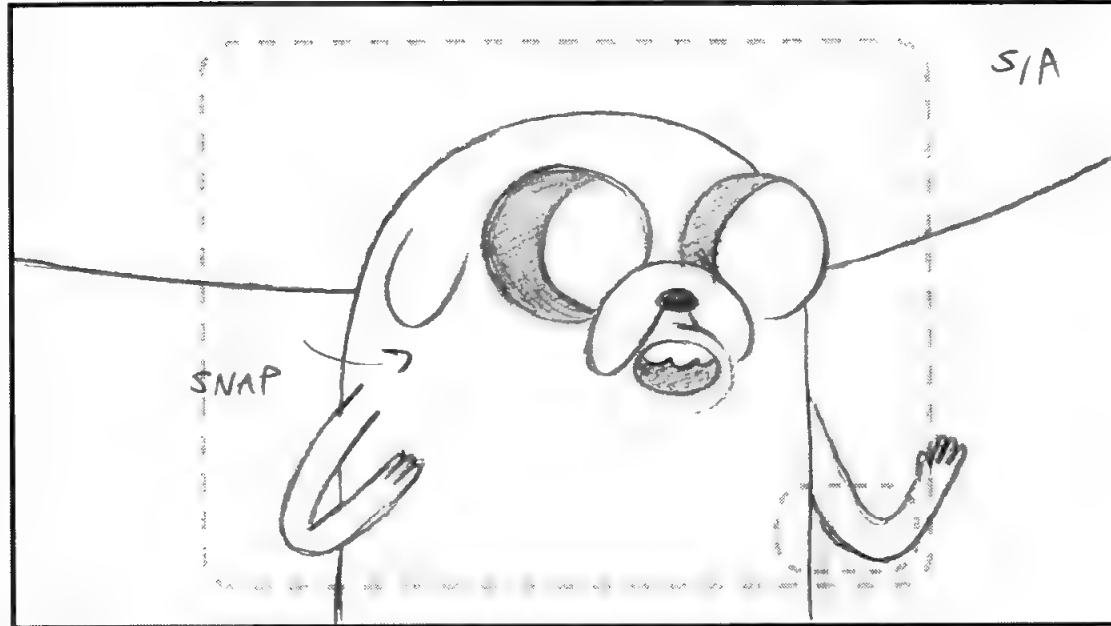
EPISODE # 1025-181
1025/181
Production: 1025/181

ADVENTURE TIME

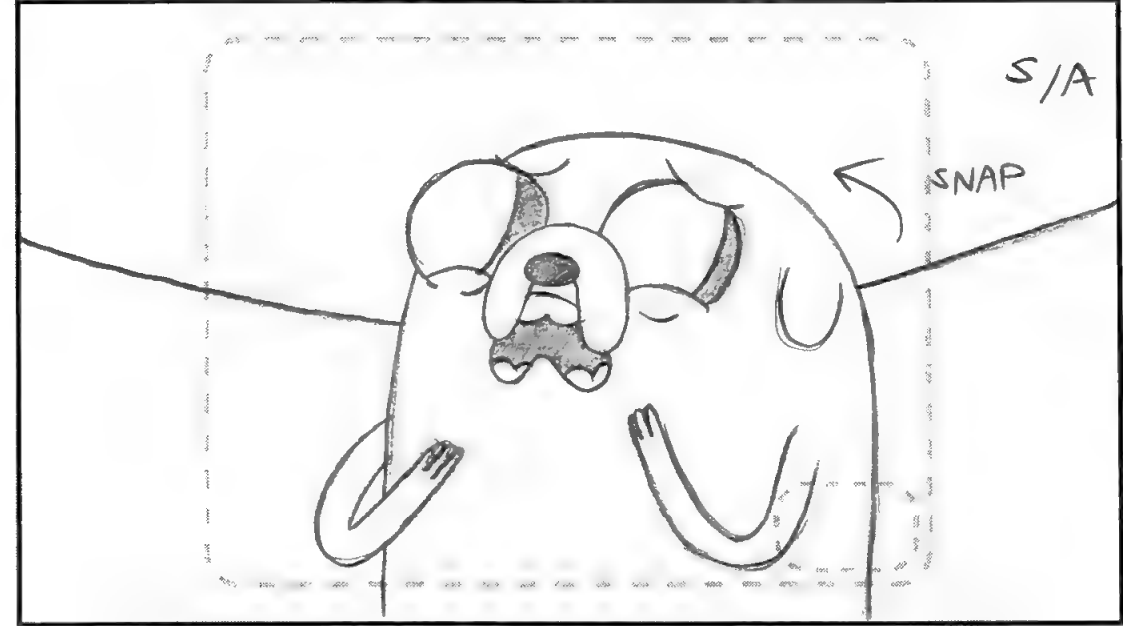


Page **50**

Sc. **44 cont** Pnl. **E** Bg. day night



Sc. **44 cont** Pnl. **F** Bg. day night



Dialog:	JAKE: <PANTING>	
Action:	-J whips an another direction	
Timing:	APR 28 2011	

1025-181

EPISODE #

1025/181

Production:

1025/181

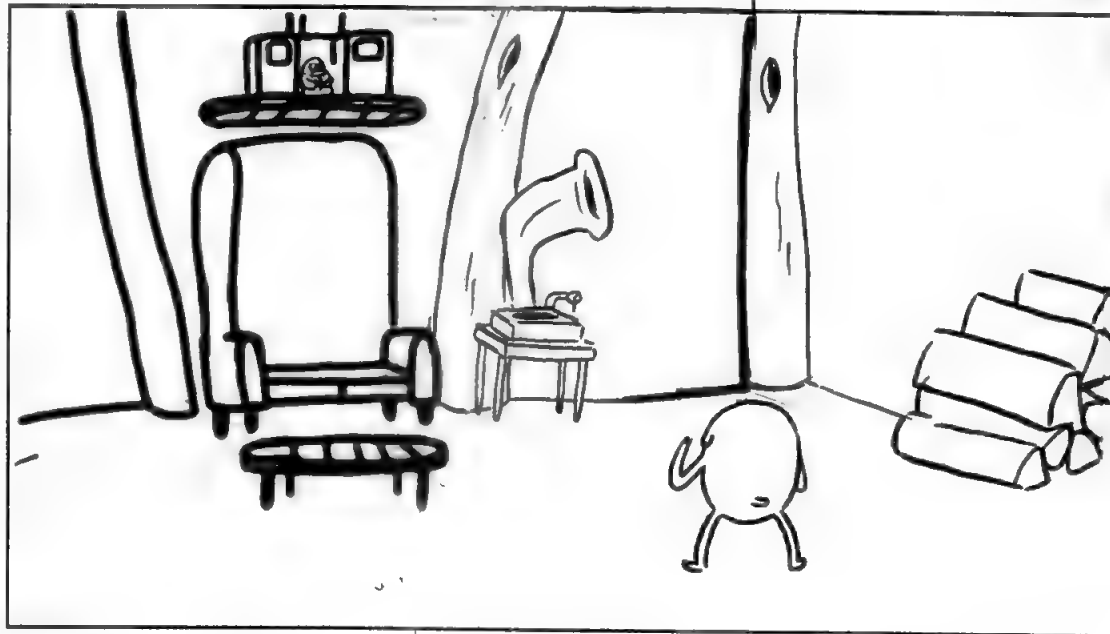
1025/181

ADVENTURE TIME

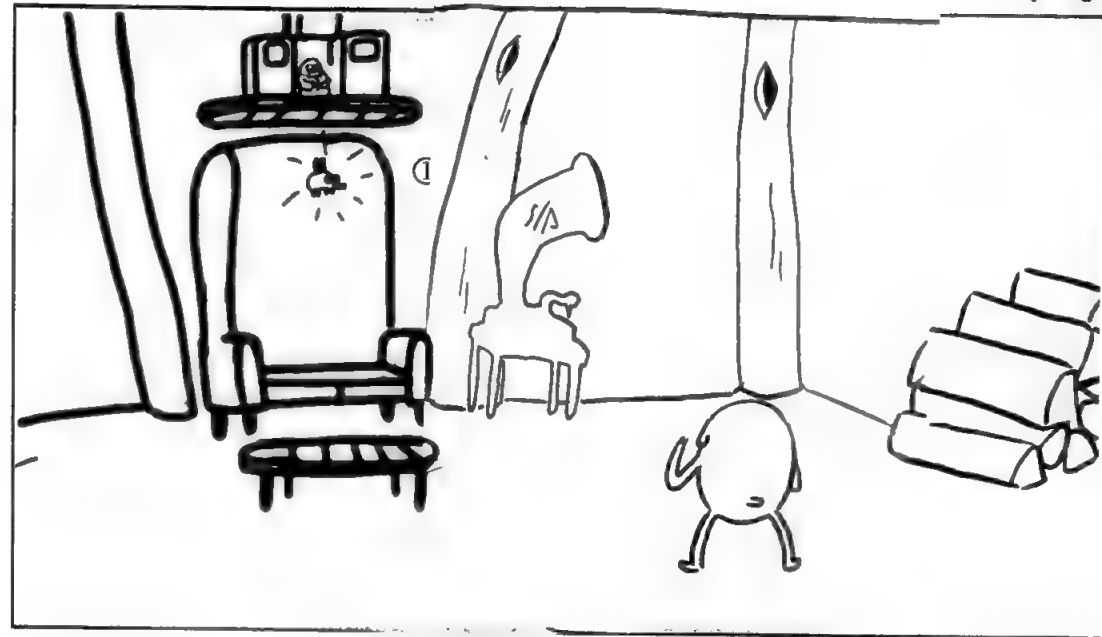


Page 51

Sc. u5 Pnl. A J. day night



Sc. 46 cont Pnl. B day night



Dialog:	(6F:) (O.S.) woo woo ...
Action:	② (B1) - LIGHT APPEARS FROM WALL
Timing:	③ ④

APR 23 2014

Production :

EPISODE #

1025-181

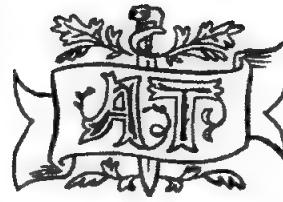
1025/181

1025/181

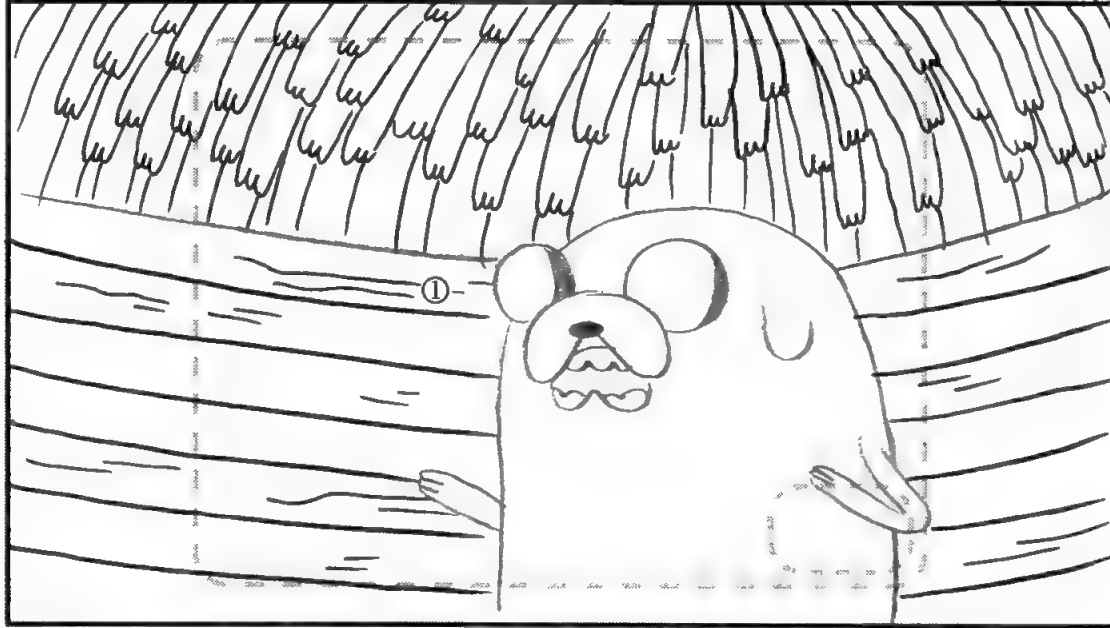
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1025/181

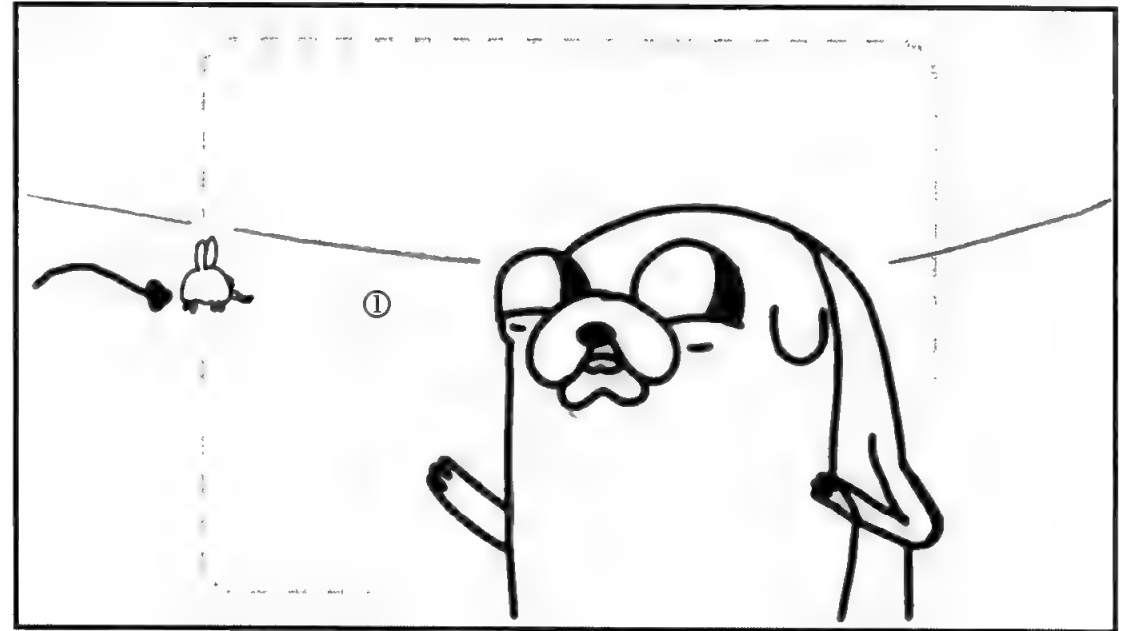
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 46 cont Pnl. 6 Bg. day night

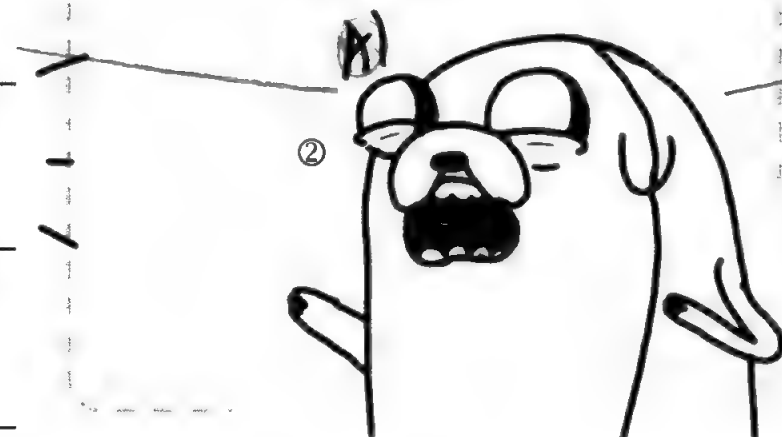


Dialog:

Action:

Timing:

J: EHHHH



GF: WOO - WOOO...

-fly glows, moves closer to Jake...



APR 23 2014

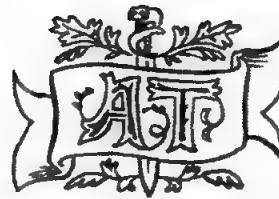
Production:

EPISODE #

1025/181 1025-181

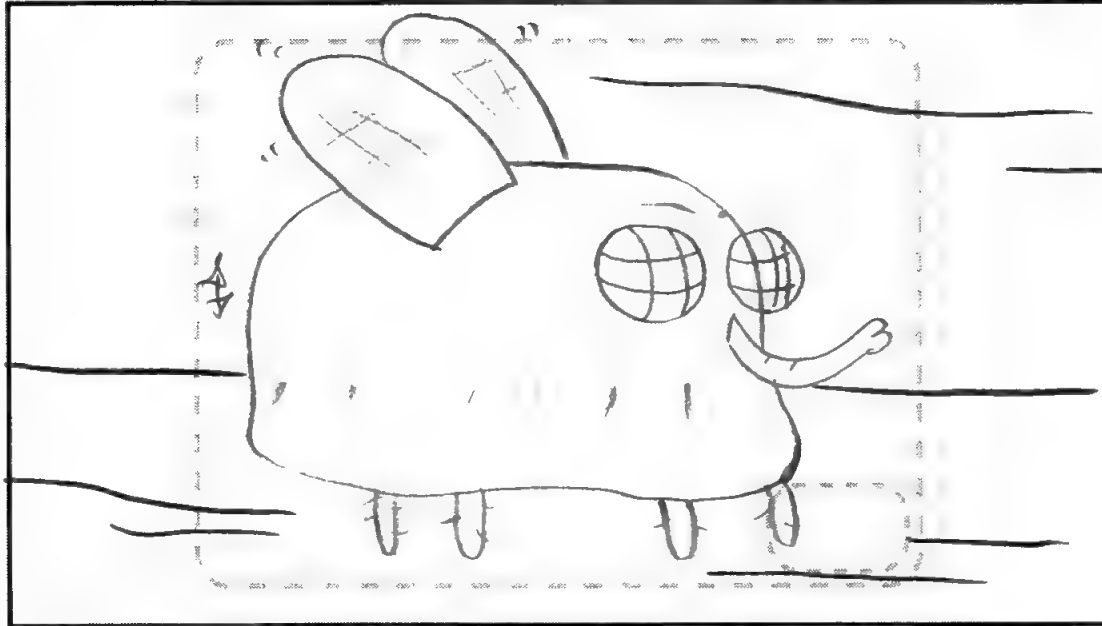
1025/181

ADVENTURE TIME



Page **53**

Sc. **47** Pnl. **A** Bg. day night



Sc. **48** Pnl. **A** Bg. day night



Dialog:	
<u>GF:</u>	WOOO...
Action:	
	Ghost fly's wings flap Ghost fly flaps a little.
Timing:	
	<p>↓: HEY ...</p> <p>LEANS FWD w/ (R) ARM UP</p> <p>APR 23 2014</p>

1025/181

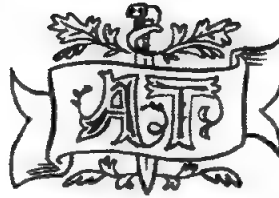
EPISODE # 1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

48 cont Pnl.

B

Bg.

day night

Sc.

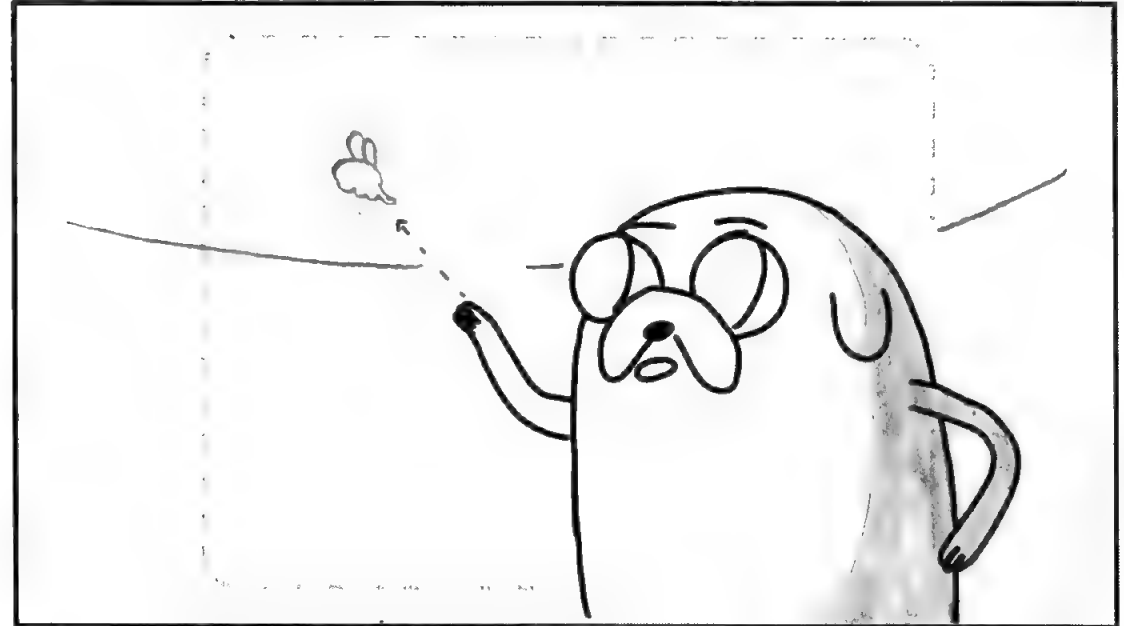
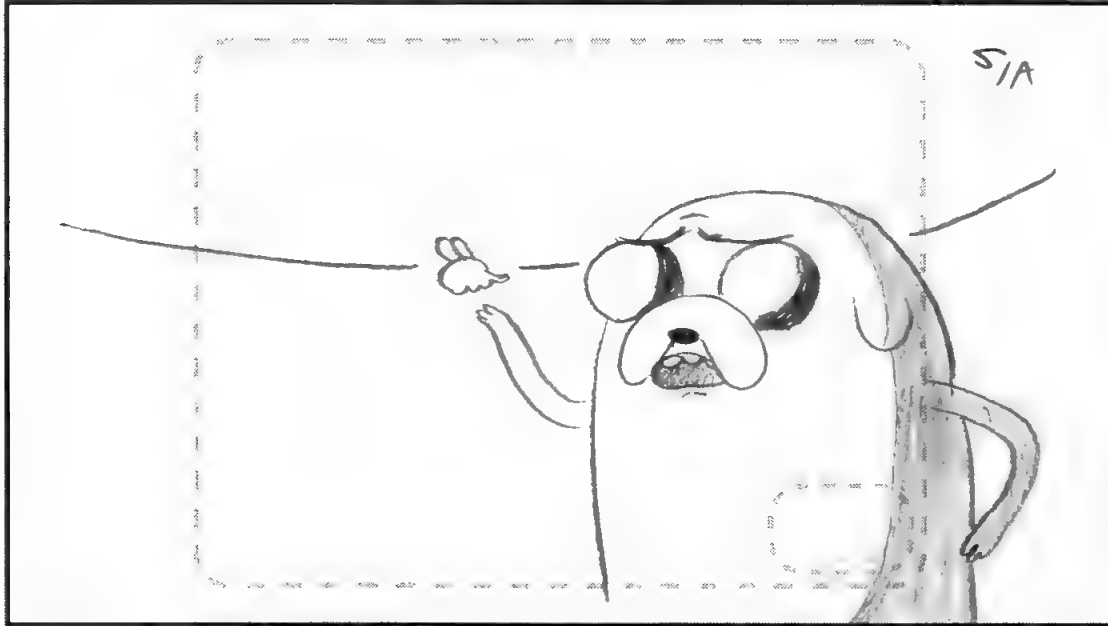
48 cont Pnl.

C

Bg.

Page

54
54A NEXT
day night



Dialog:

J: I killed you...

Sfx: *ZZZ*

Action:

Rehit d Glow grows
Brighter

Fly buzzes around Jake
aggressively
APR 23 2014

Timing:

EPISODE #

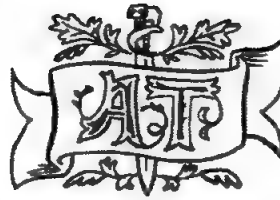
1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

48 cont Pnl.

D

Bg.

day night

Sc.

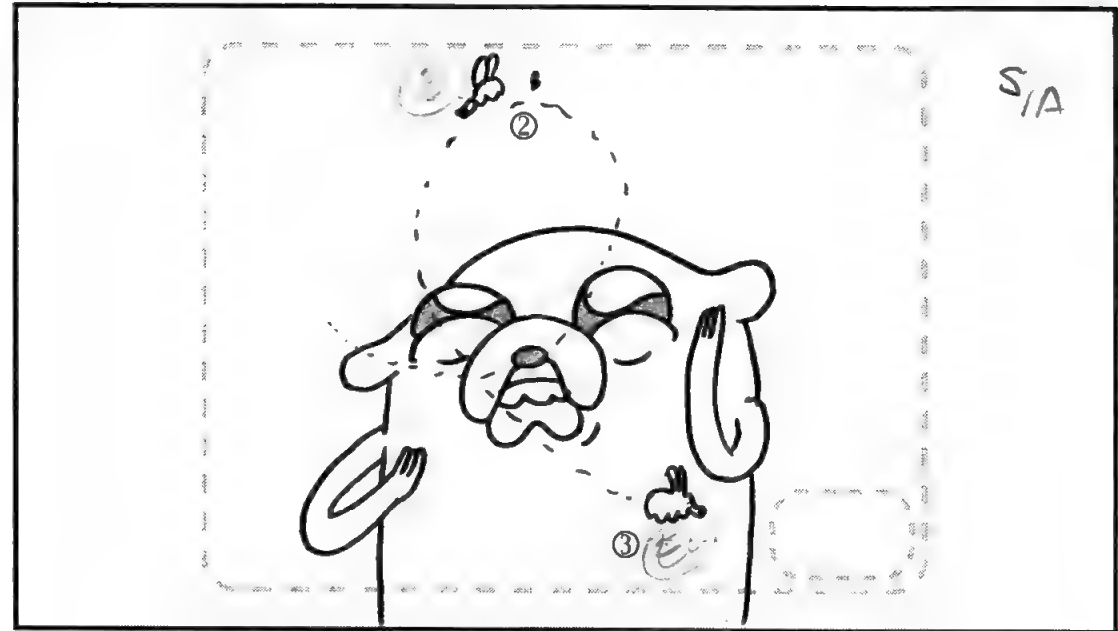
48 cont Pnl.

E

Bg.

Page

54A
55 NPT
day night



Dialog:

Action:

Timing:

⑤ a h h h !

SFX: * Z Z Z *

Rim lit &
Glow Fast
OFF w/ G.F.
Dive Down to Jake



Fly buzzes around Jake
aggressively

APR 23 2014

- RIM OFF in pnl E.

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/187

Page 55

48 only Pm.

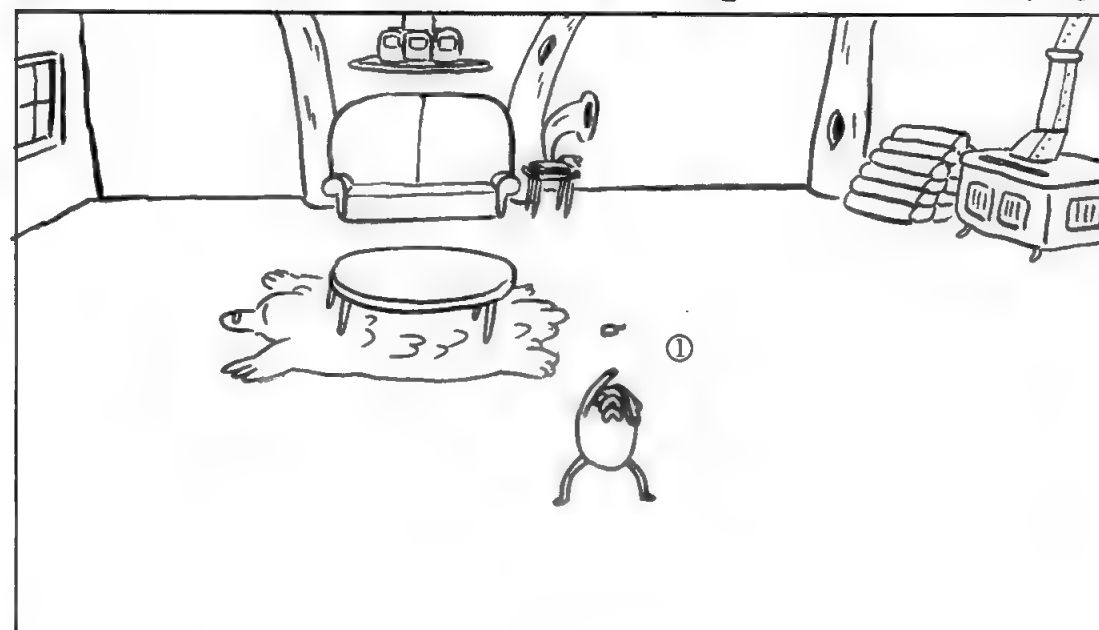
F

day **night**

49

A

day night



⑤ a h h h !



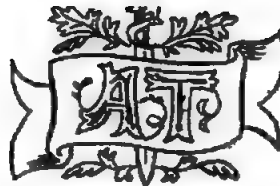
Production :

EPISODE #

1025-181

1025/181

ADVENTURE TIME



Page **56**

Sc.

49 const Pnl.

B

Bg.

day night

Sc.

49 const Pnl.

C

Bg.

day night

BG/SA



BG/SA

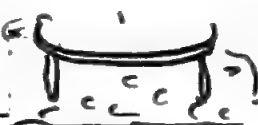


Dialog:

⑤ GHOST FLY TOUCHING ME!

Action:

- GHOST FLY CHASES



①



- GF CHASES J OFF/S.

APR 23 2014

Timing:

EPISODE #

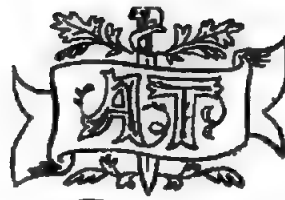
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page **57**

Sc. **50**

Pnl.

A

Bg.

day **night**

Sc. **50 CONT**

Pnl.

B

Bg.

day **night**



Dialog:

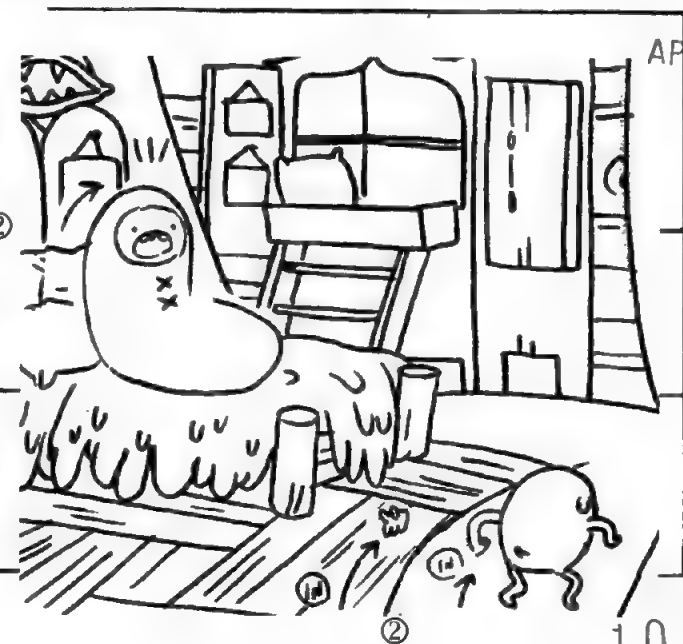
J: FINN!! FINN!!

(F) <SNORE> AHH!

Action:

- J. CLIMBS ON / S
- GF FOLLOWS CLOSE BEHIND
- F. SITS UP

Timing:



No
Sc. 33

1025-181

EPISODE #

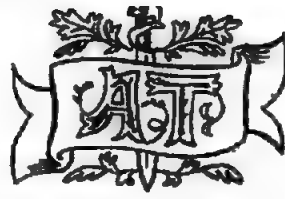
1025/181

APR 23 2014

Production :

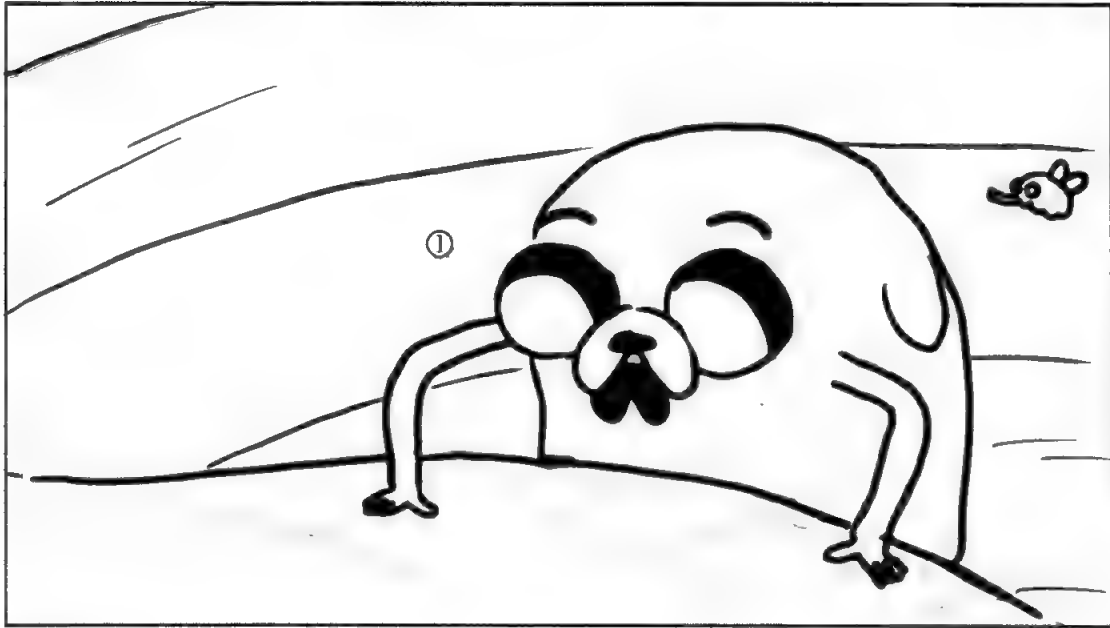
1025/181

ADVENTURE TIME



Page **58**

Sc. **51** Pnl. **A** Bg. day night



Sc. **51 cont** Pnl. **B** Bg. day night



Dialog:	⑤ Ghost fly, man!
Action:	- GF B
Timing:	

APR 23 2014

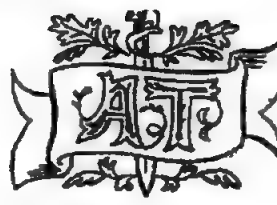
EPISODE # **1025-181**
1025/181
 Production :

1025/181

1025/181

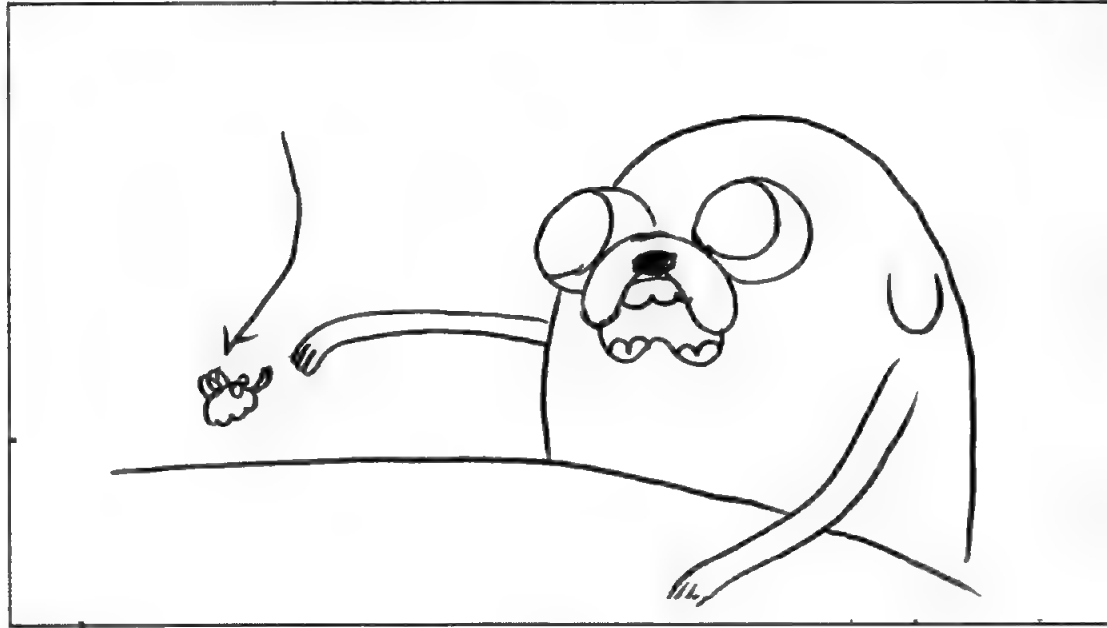
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ADVENTURE TIME

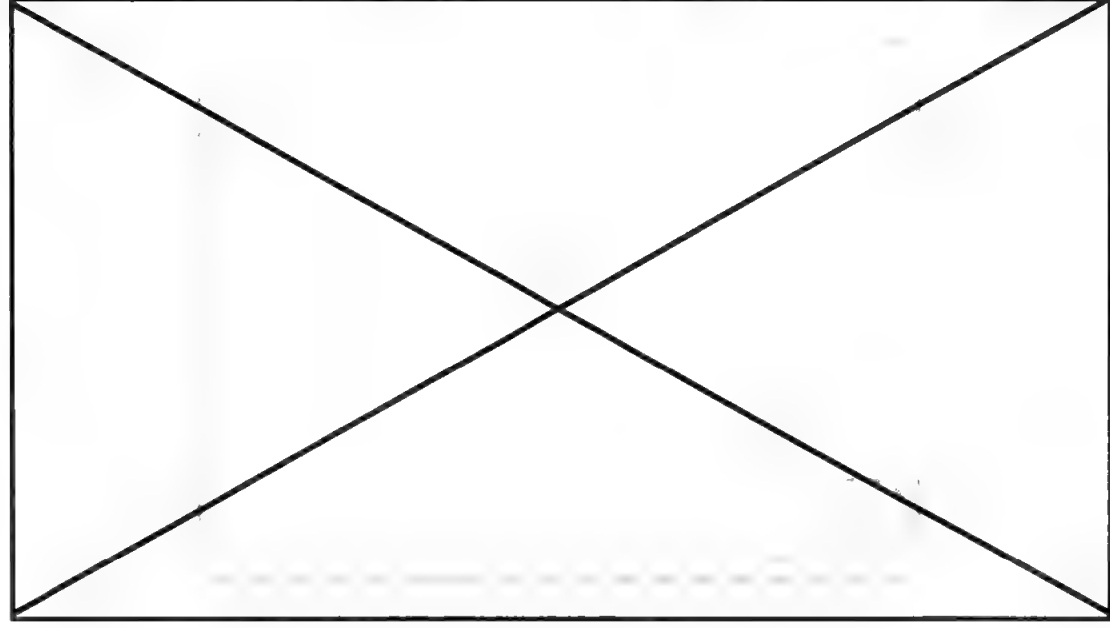


Page **59**
59A NEXT
day night

Sc. 51 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J: AH!

Action:

-J LURCHES ON/S.

Timing:

APR 23 2014

Production :

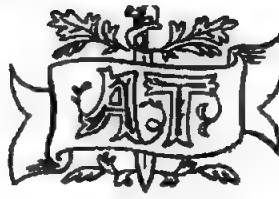
EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME

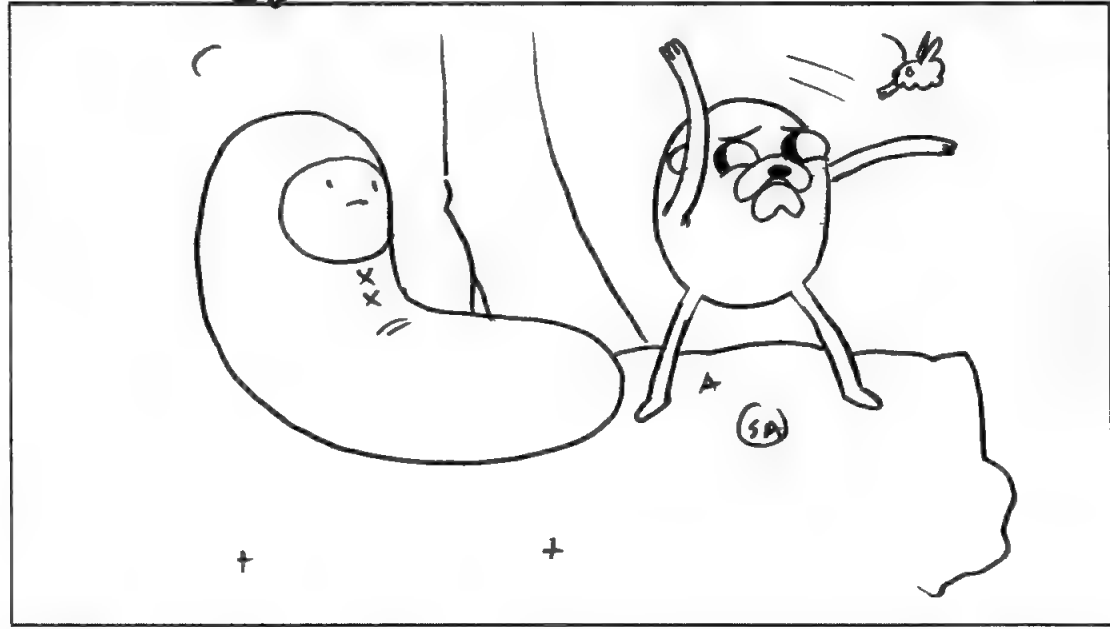


Page **59A**
60 NEXT
day night

Sc. *Gr* Pnl. *A* Bg. day night



Sc. *59A* Pnl. *8* Bg. day night



Dialog:

F: OKAY...

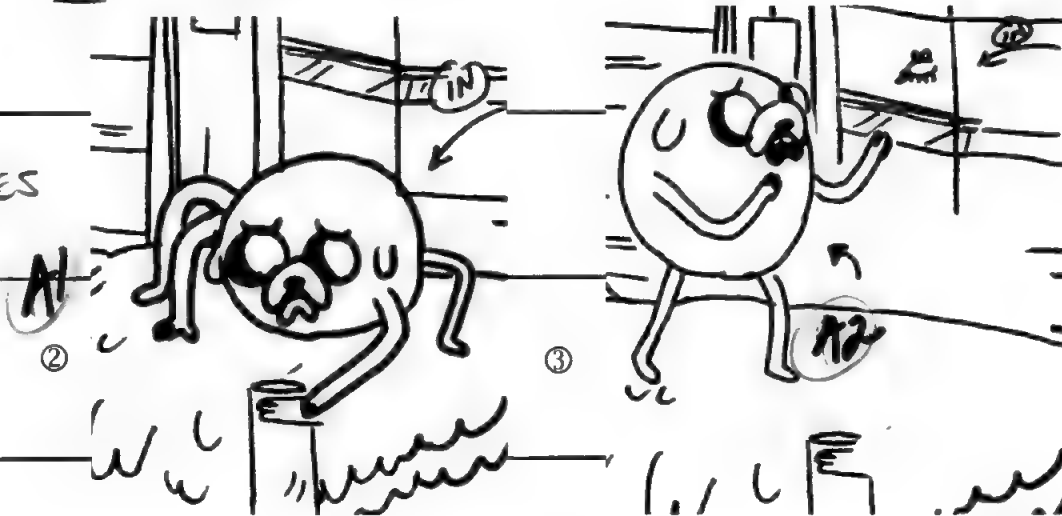
5: c'mon man, let's get out of the HOUSE! GHOST FLY!

Action:

-J LURCHES ON/5.

-J. CLIMBS ON BED AND AND SWATS AT AIR.

Timing:



APR 23 2014

Production :

EPISODE #

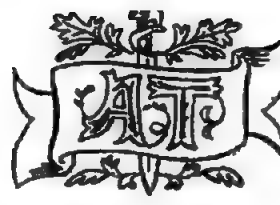
1025-181

1025/181

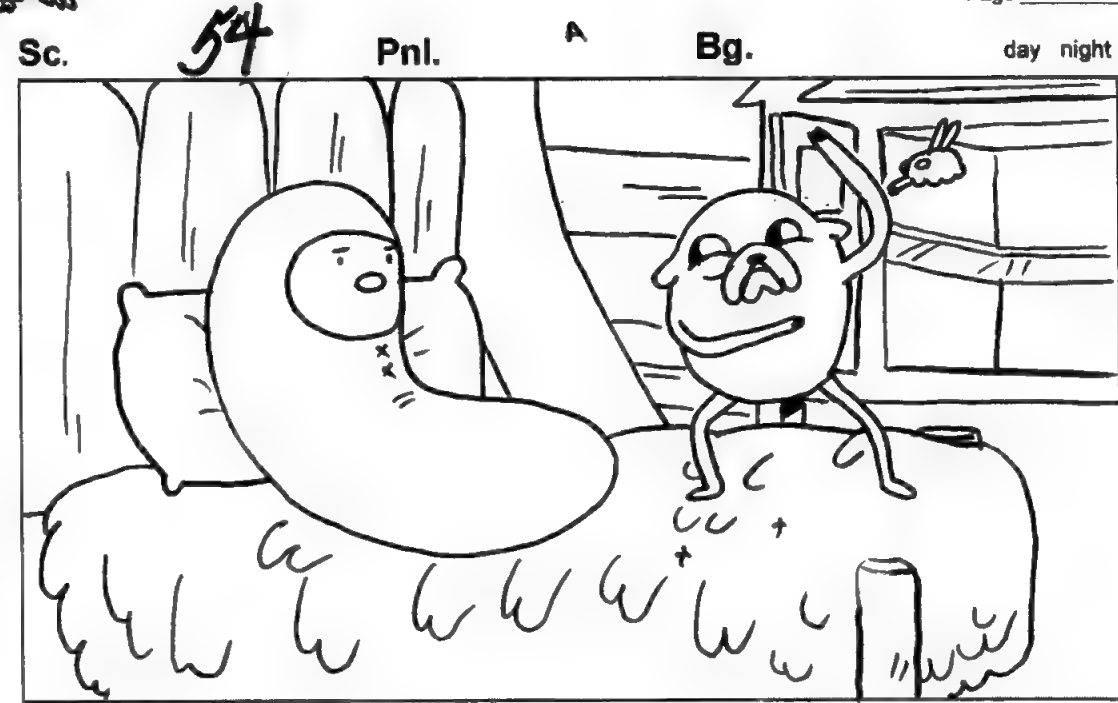
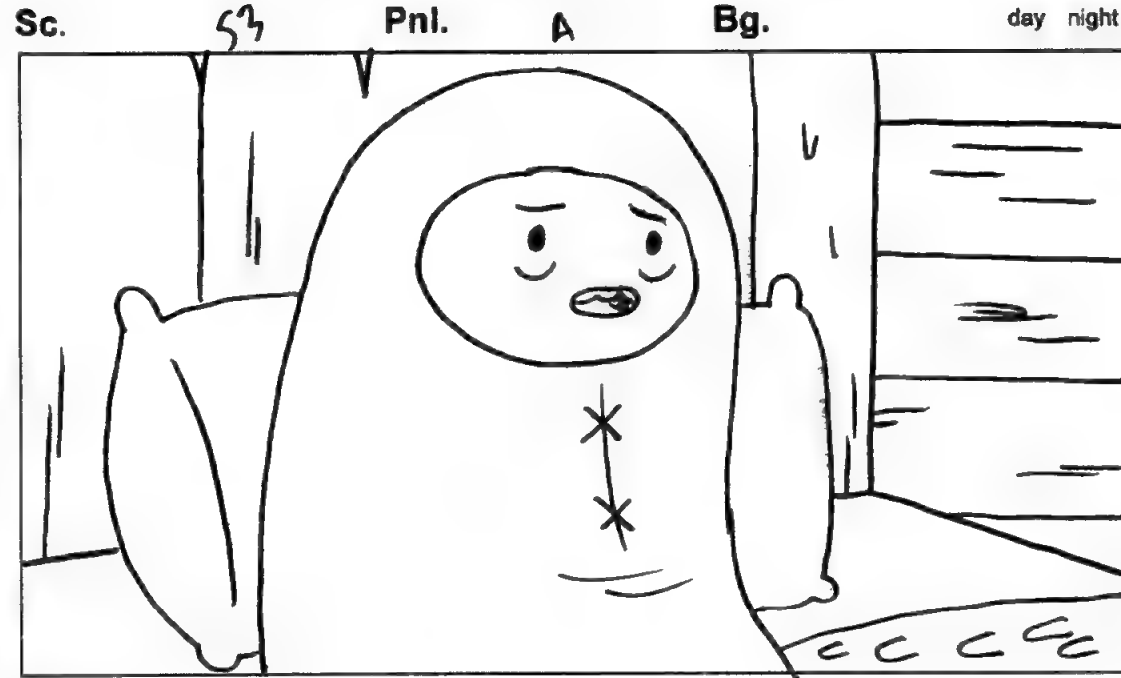
1025/181

1025/181

ADVENTURE TIME



Page **60**



Dialog:

F: So what?

J: NO MAN, GHOST/FLIES ARE FILTHY!

Action:

Timing:



APR 23 2014

EPISODE #

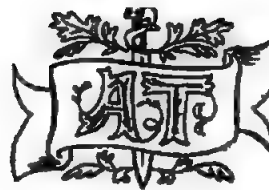
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page **61**

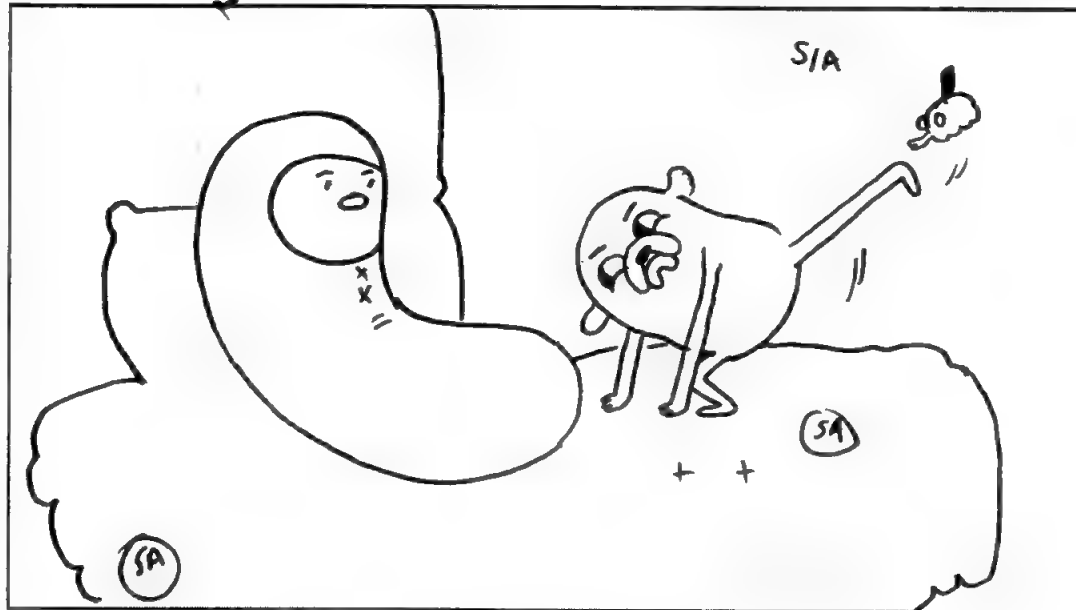
Sc.

54 cont Pnl.

B

Bg.

day night



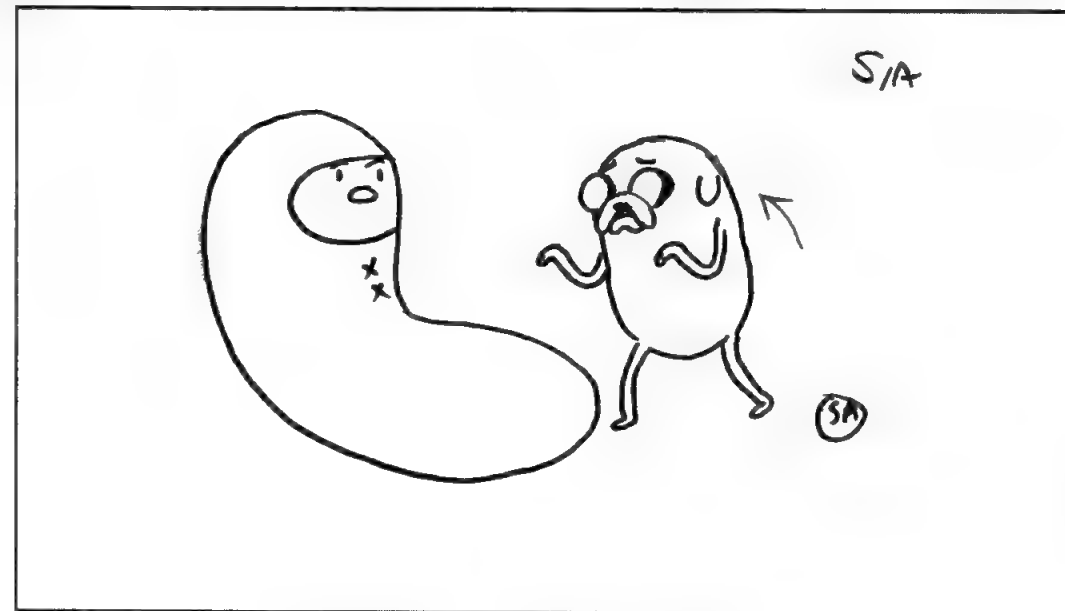
Sc.

54 cont Pnl.

C

Bg.

day night



Dialog:

J/ They carry diseases such as tuberculosis... polio...

⑤ uh... dysentary

Action:

- J. KICKS AT GF.
 - GHOST FLY EVADES.
 (B) (B1)
 cycle

Timing:



APR 23 2014

Production :

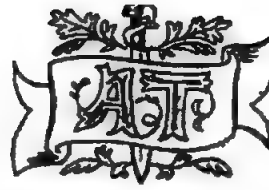
EPISODE #

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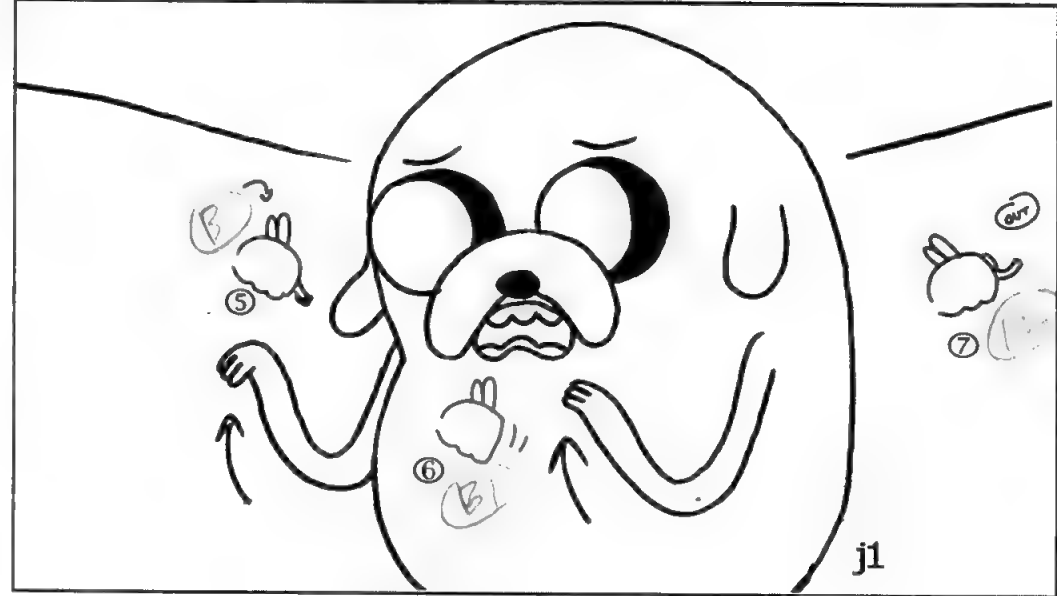
ADVENTURE TIME



Sc. **54** Pnl. **A** Bg. day night



Sc. **55** *cont* Pnl. **B** Bg. day night



Page **62**
62A NEXT

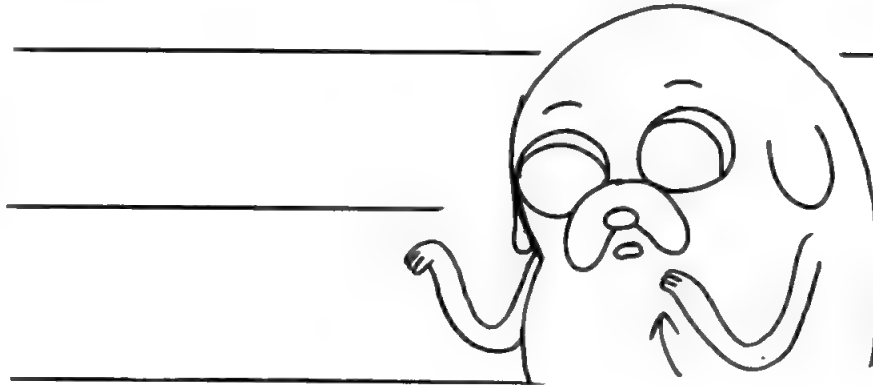
Dialog:

(3): They leave those little fly doodies on YOUR SOUL.

Jake: ah!

Action

Timing



APR 23 2014

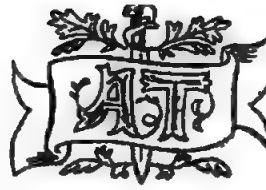
EPISODE #

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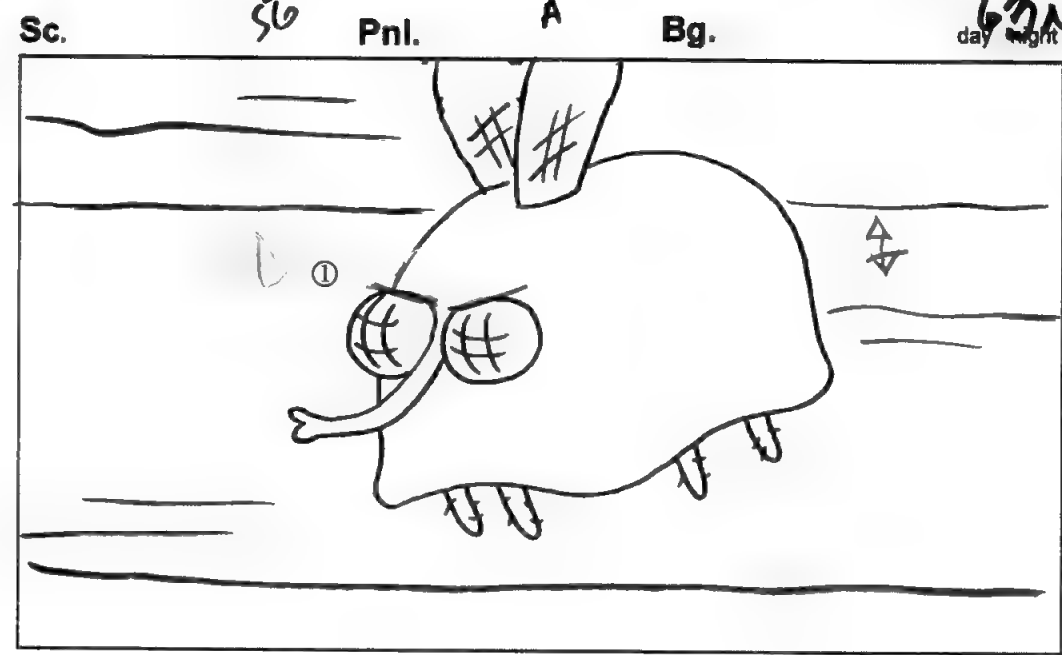
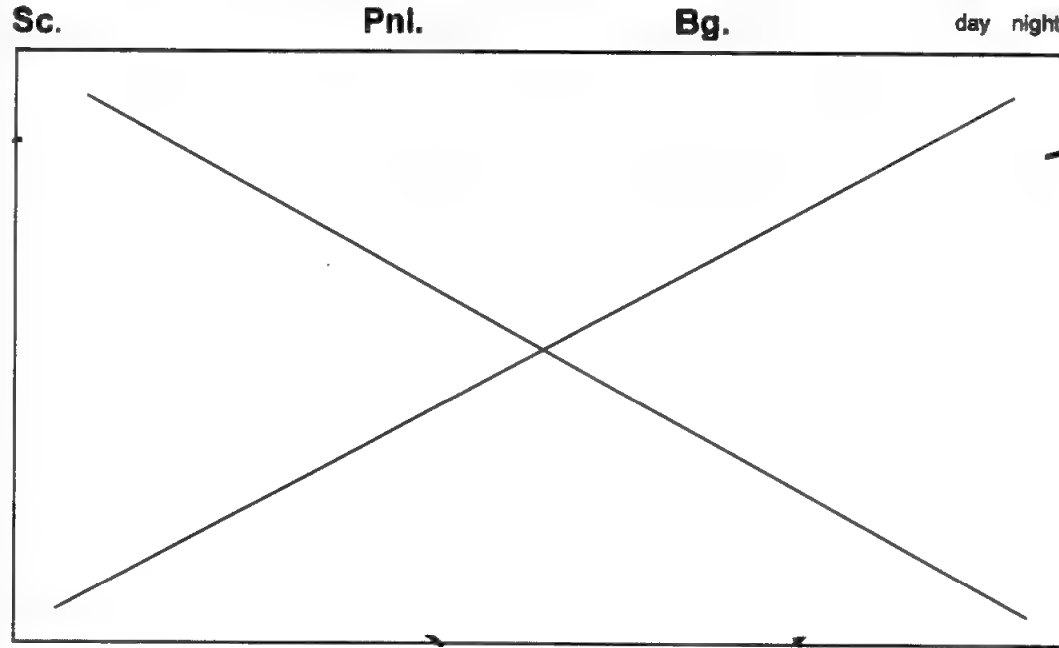
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ADVENTURE TIME



Page **62A**
63 NEXT
day night



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Dialog:	<p><u>GF:</u> (ANGRY) Woo....</p>	
Action	<p>- G.F. GETS ANGRY.</p>	
Timing	<p>②</p> <p>③</p> <p>(A)</p>	

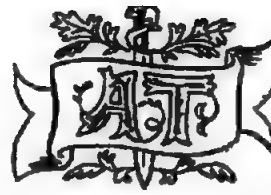
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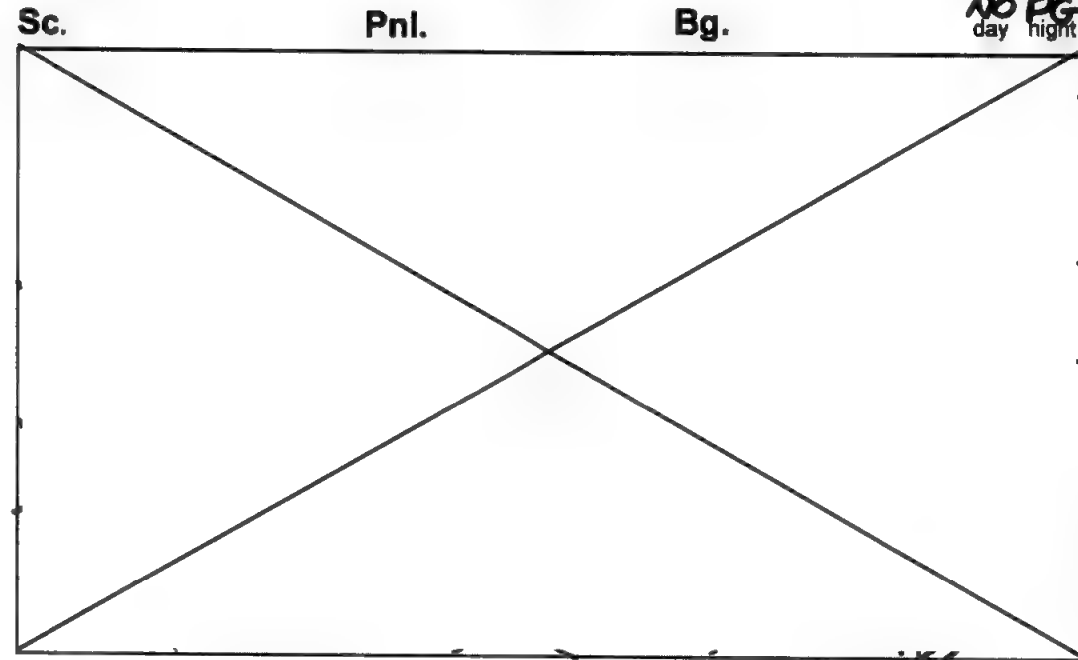
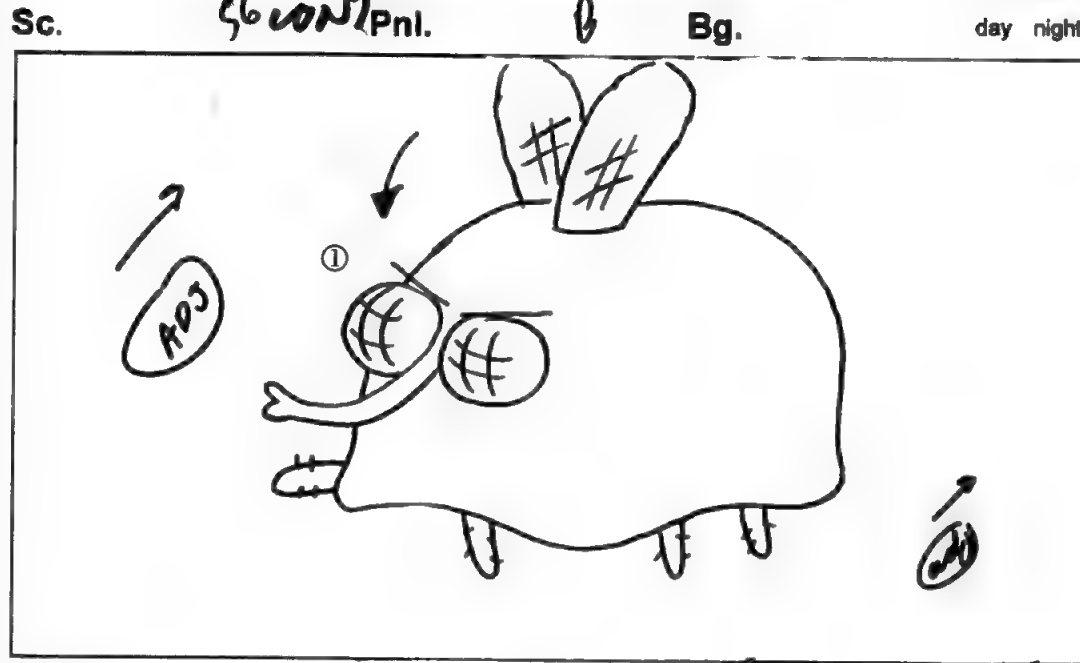
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ADVENTURE TIME



NO
SC
57

Page **63**
NO PG 64
day night



Dialog:

SFX: * SHING *

Action:

- GP. Fabricates SCYTHE
- ADJ. w/ ACTION!

Timing:



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ADVENTURE TIME



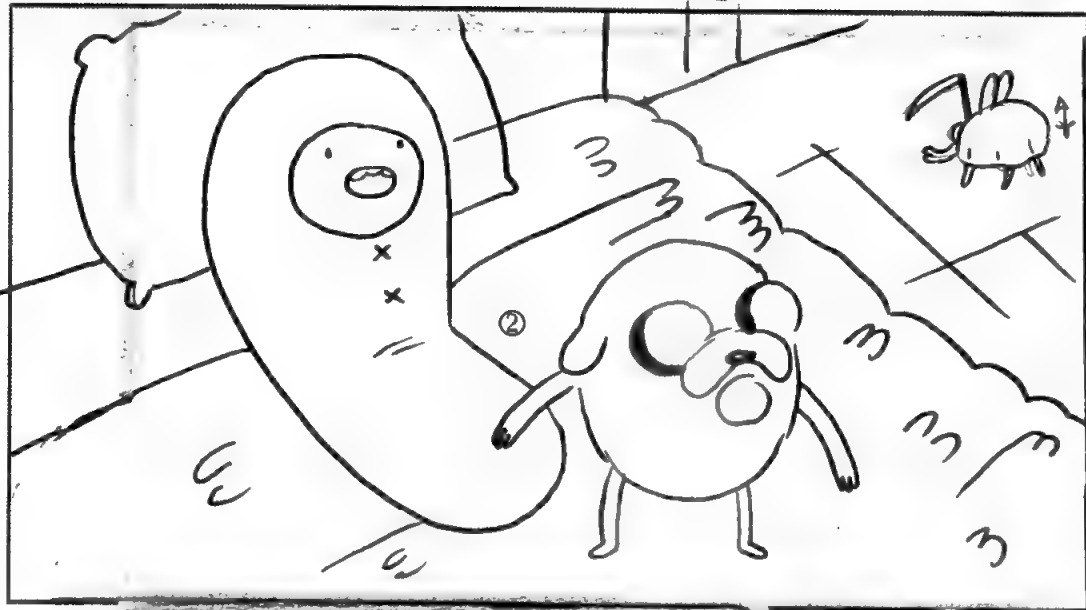
Page **65**

Sc. 58

Pnl. A

Bg.

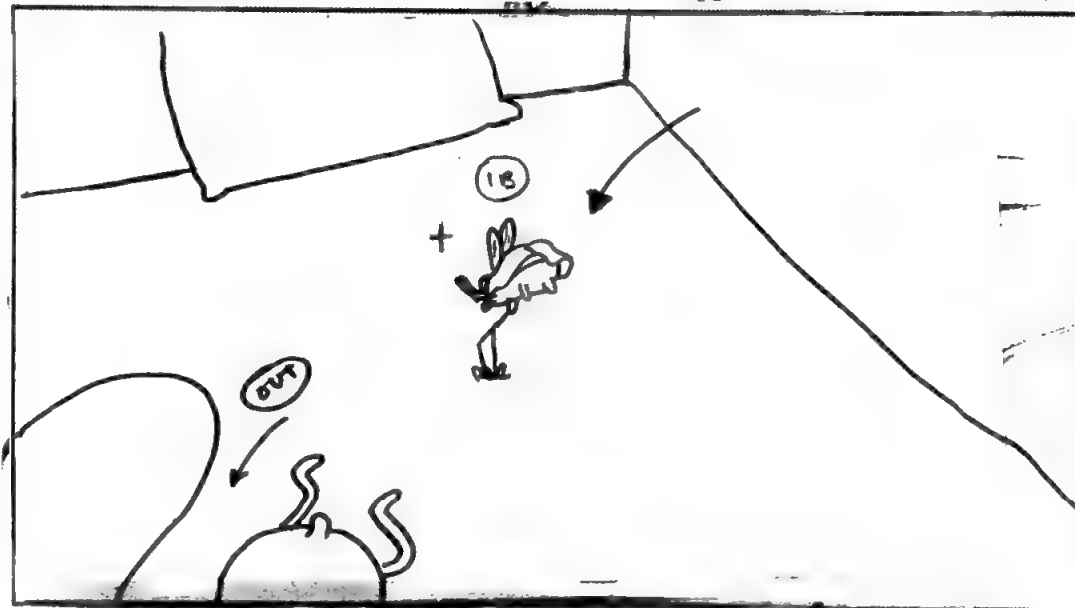
day night



Sc. 58 *CONT* Pnl. B

Bg.

day night



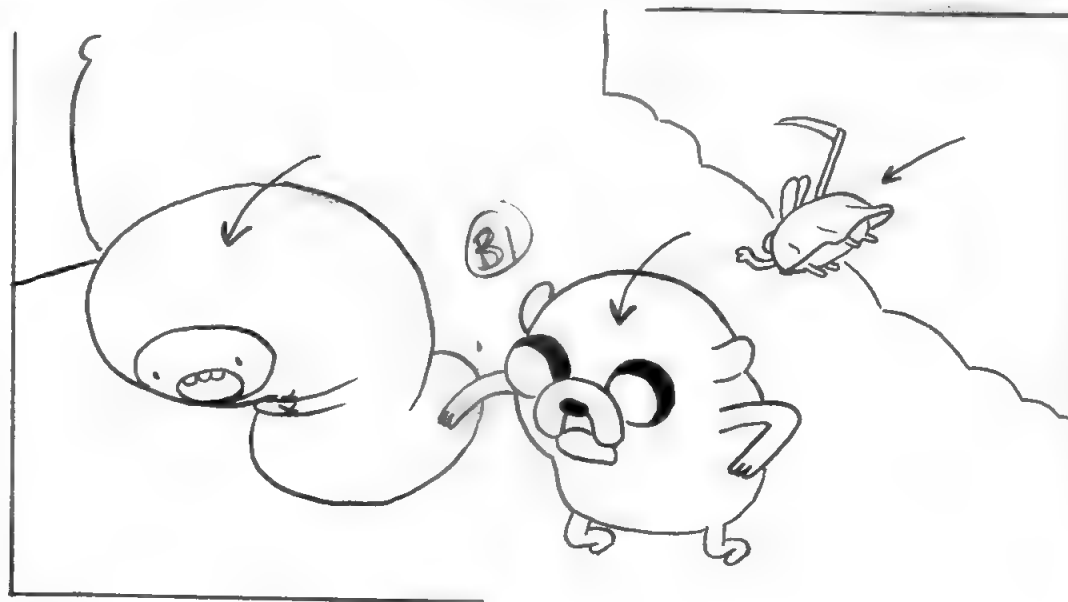
Dialog:

Action:

Timing:

F+J: (GASP)

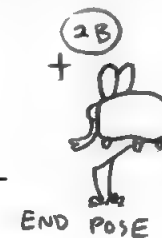
- GF CHARGES



SFX: *SHNKK*

APR 23 2014

- GF SWIPES DOWN AT F+J, SCYTHE GETS STUCK IN BED
- F & J DIVE OFF/S



END POSE

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Production:

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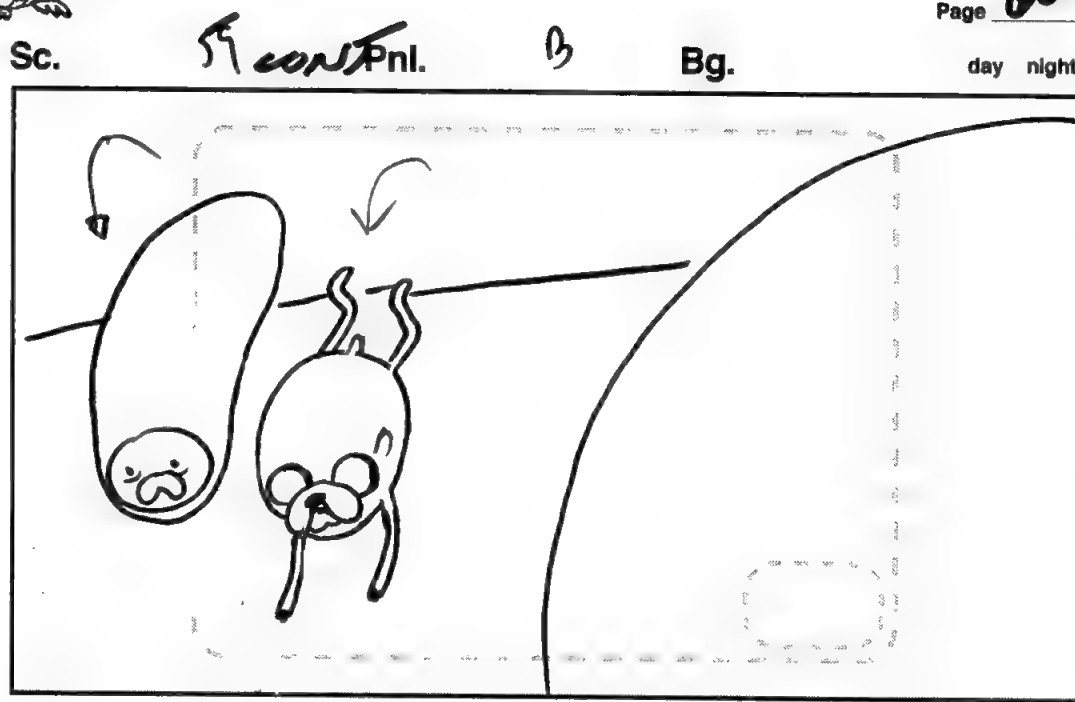
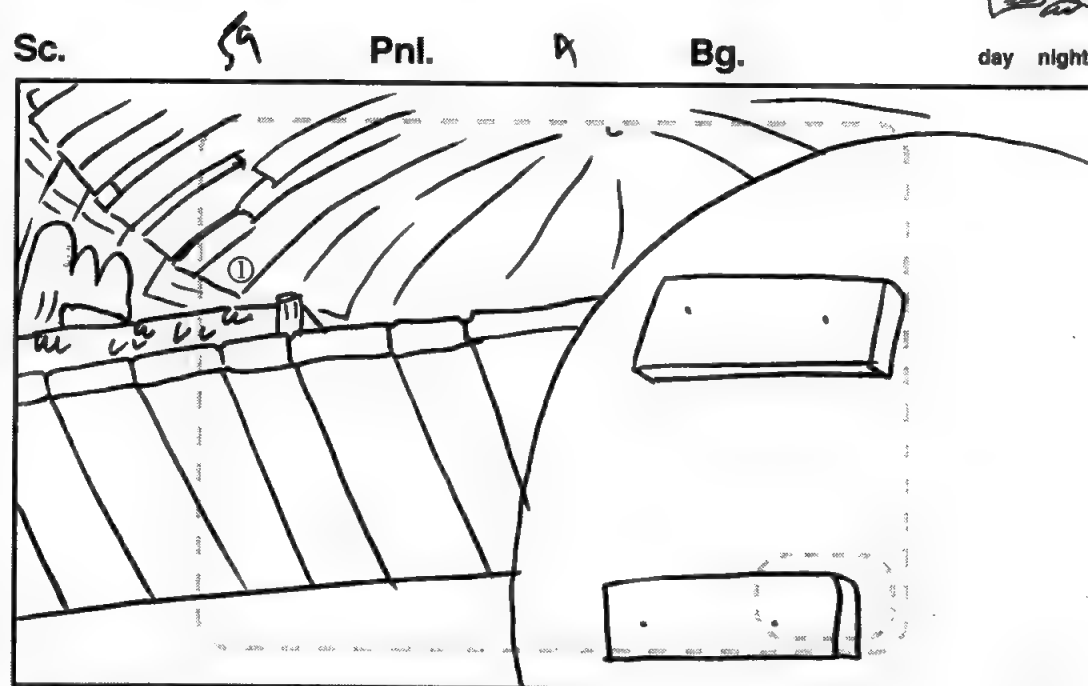
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1025/181

1025/181

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ADVENTURE TIME



Dialog:

F+J : AAH!!

Action:

- F+J DIVE OVER EDGG.

Timing:

2 (A)

1 1

APR 23 2014

EPISODE #

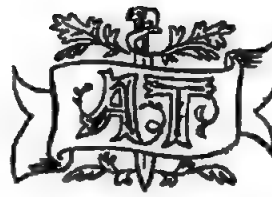
Production:

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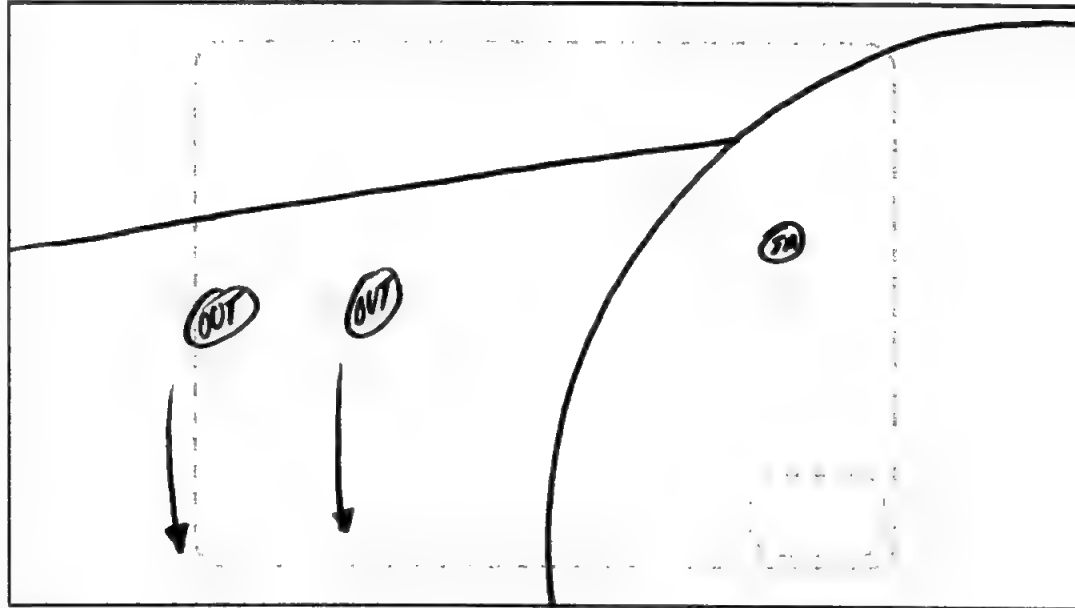
1025/181

ADVENTURE TIME

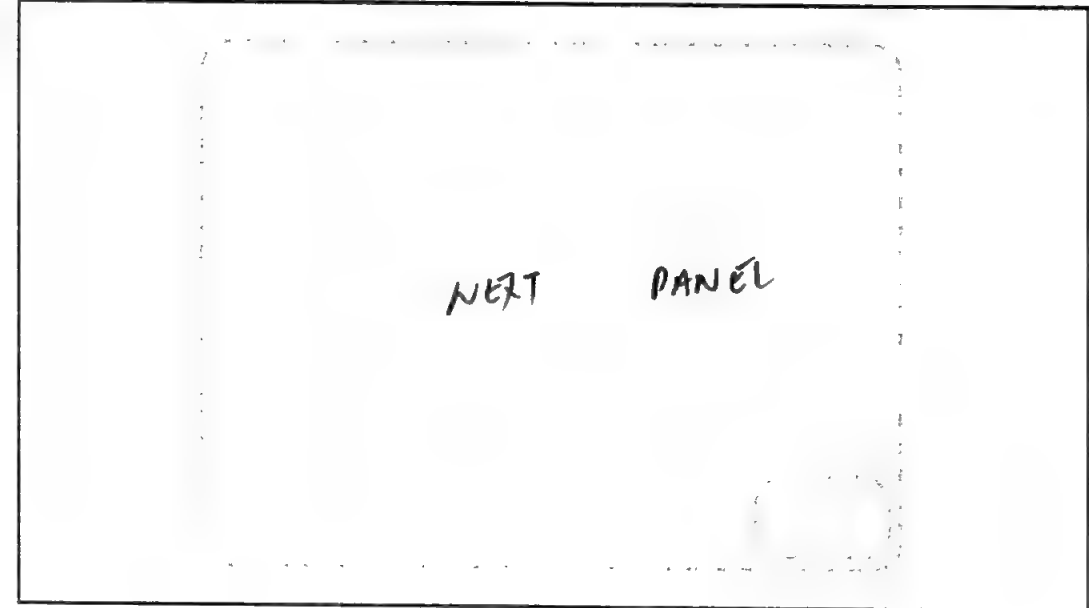


Page **67**
day night

Sc. **59 cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: *WHUMP- WHUMP*

Action:

- F+J fall out of shot

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Timing:

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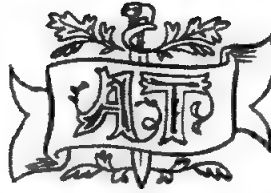
1025/181

Production :

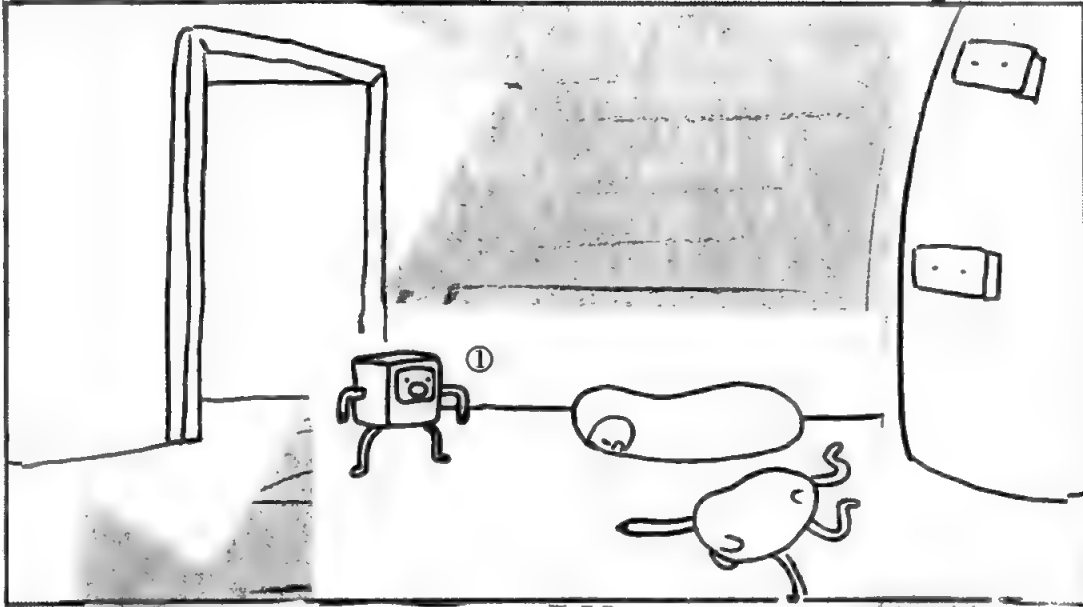
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1025/181

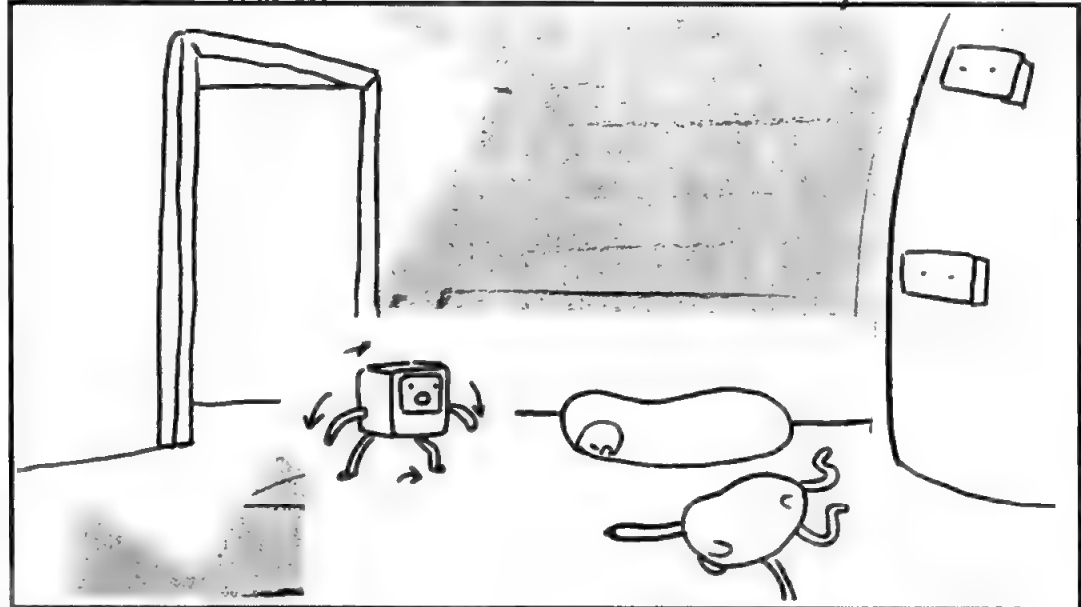
ADVENTURE TIME



Sc. **60** Pnl. **A** Bg. day night



Sc. **60 cont** Pnl. **B** Bg. day night



Dialog:

BMO FINN. JAKE!

BMO WHAT'S WRONG !?

Action:



Timing:

APR 23 2014

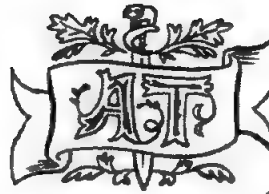
EPISODE #

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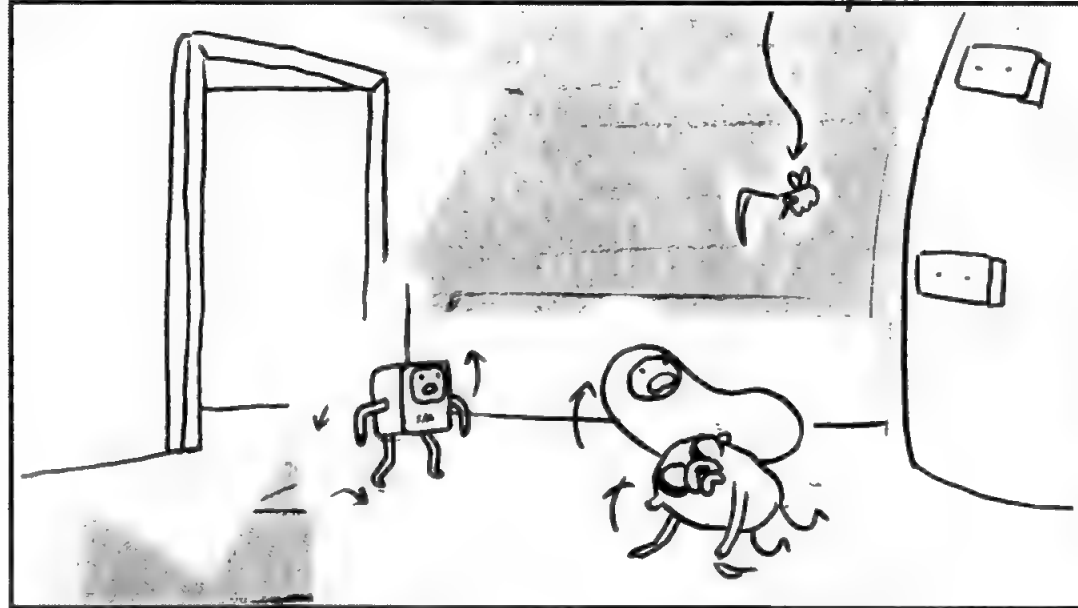
Production:

ADVENTURE TIME

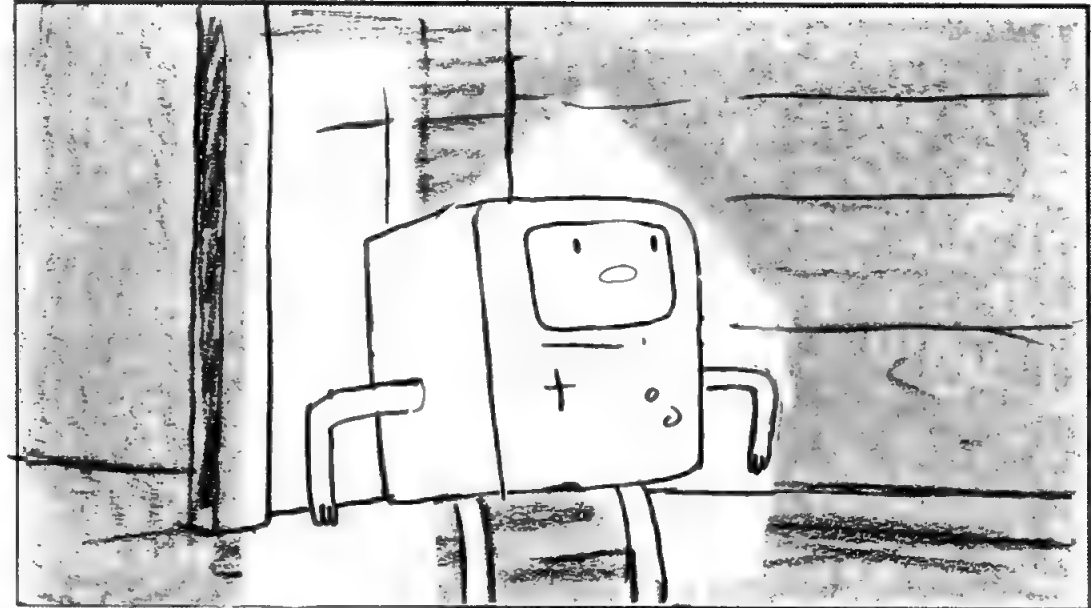


Page **69**

Sc. **60 CONT** Pnl. **C** Bg. **(IN)** day night



Sc. **61** Pnl. **A** Bg. day night



Dialog:

F+J : GHOST FLY!

Action:

- G.F. FLOATS ON/S
- F+J+B LOOK UP

Timing:

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Production:

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1025/181

ADVENTURE TIME

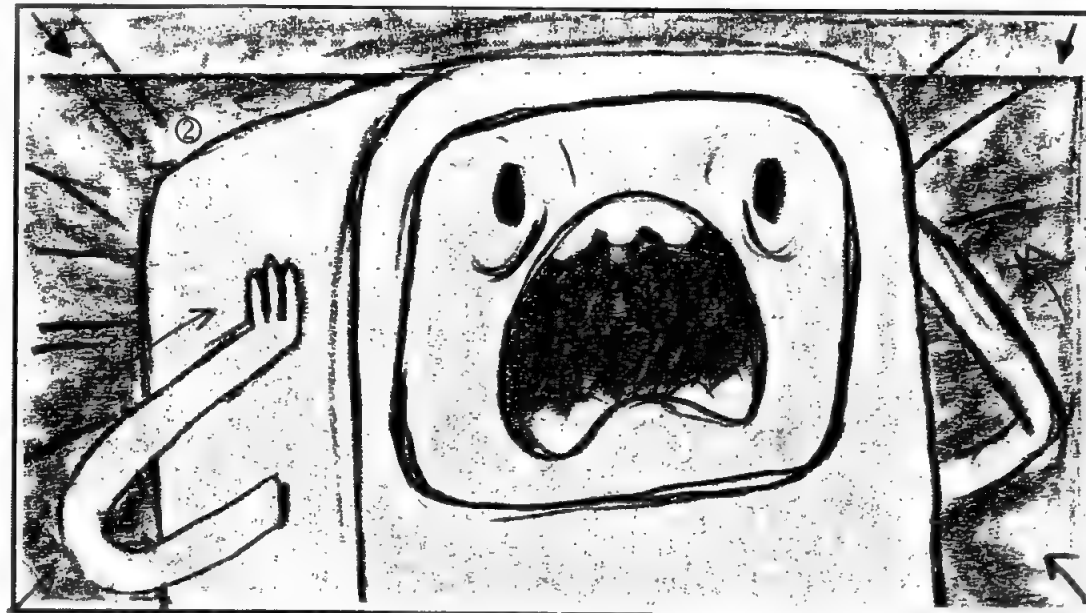


Page 70

Sc. 61 CONT Pnl. B

Bg.

day night

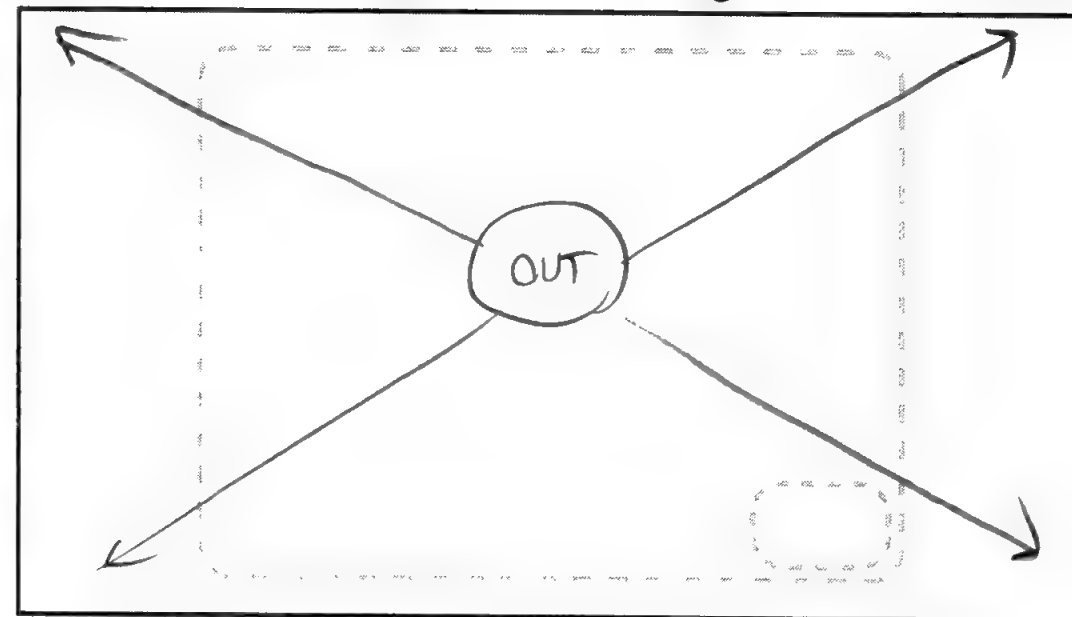


Sc.

Pnl.

Bg.

day night



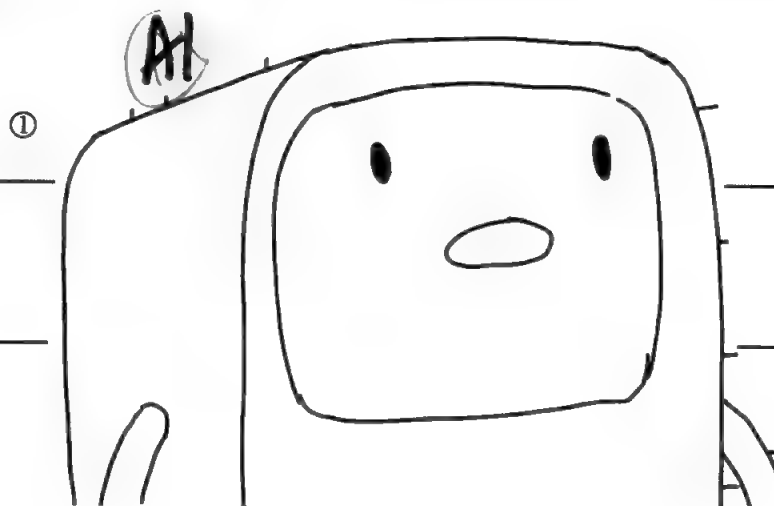
Dialog:

BMO AHHH!!

Action:

- FAST TRUCK-IN ON BMO'S FACE.

Timing:



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EPISODE #

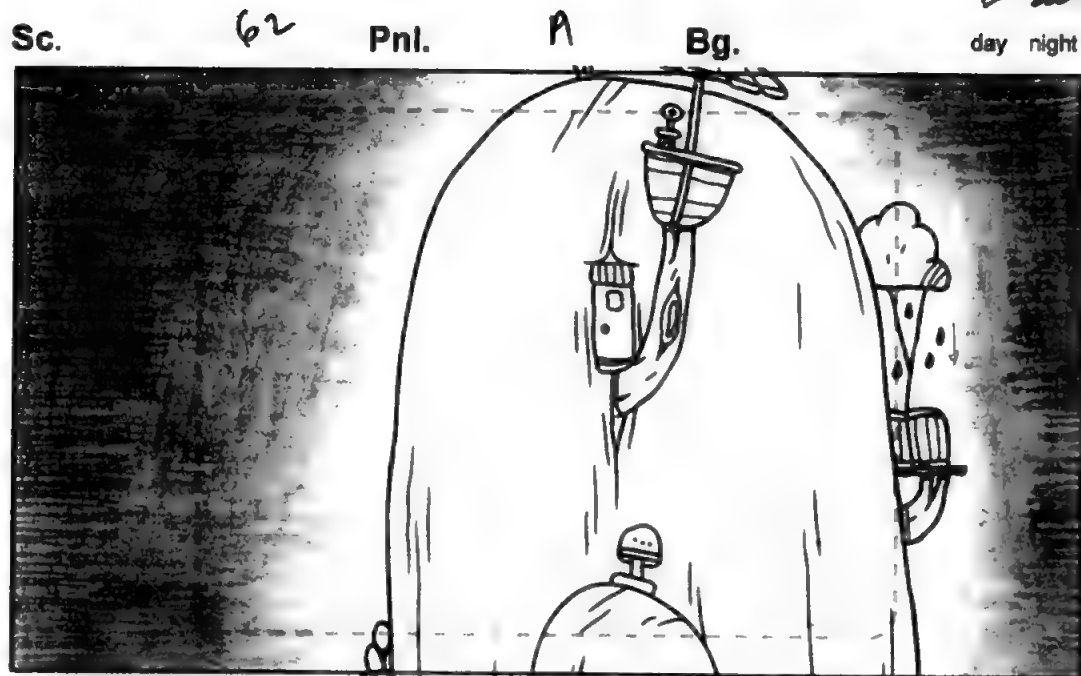
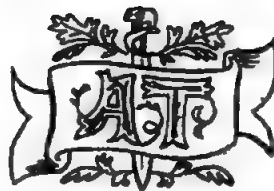
1025-181

1025/181

Production:

1025/181

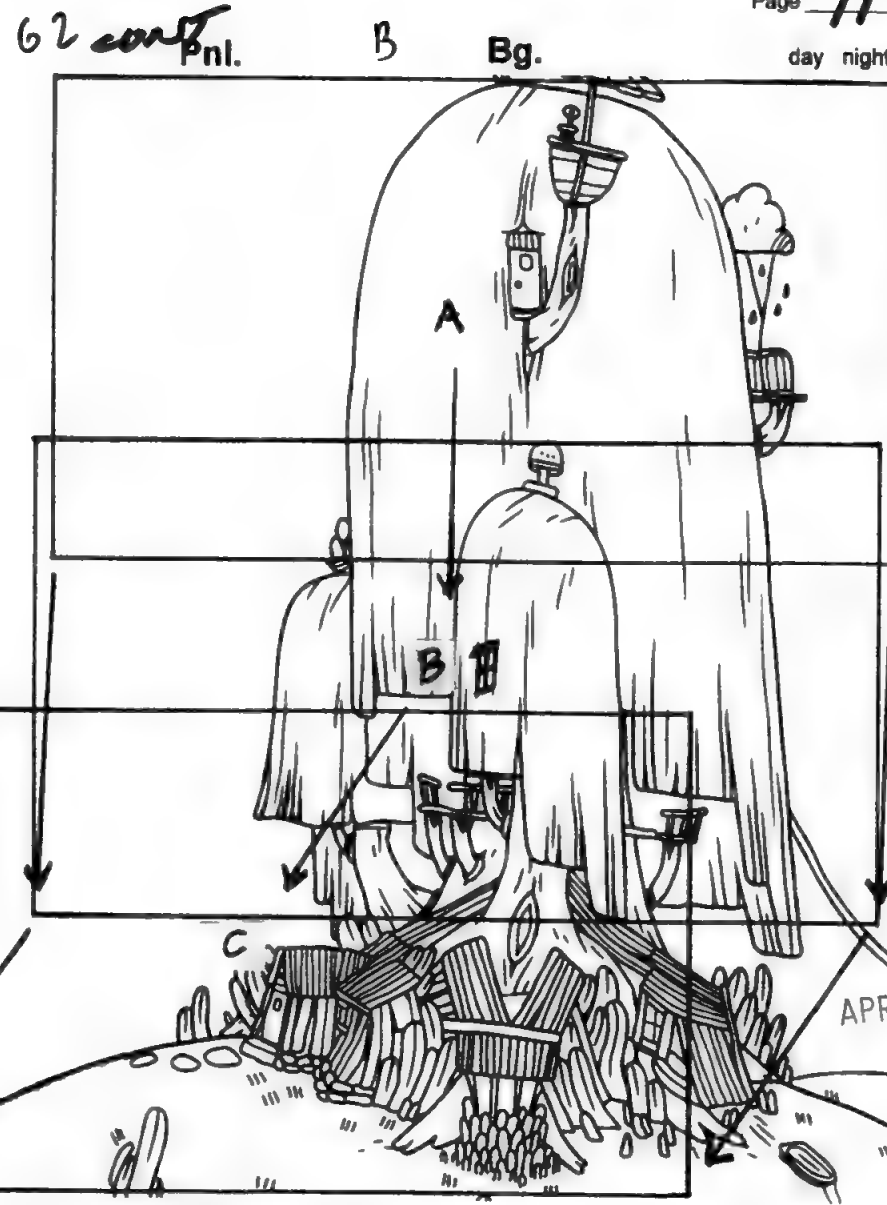
ADVENTURE TIME



Dialog:
SFX: * THUMP THUMP THUMP *
(FOOTSTEPS)

Action:
CAMERA: START AT TOP OF TREEHOUSE

Timing:



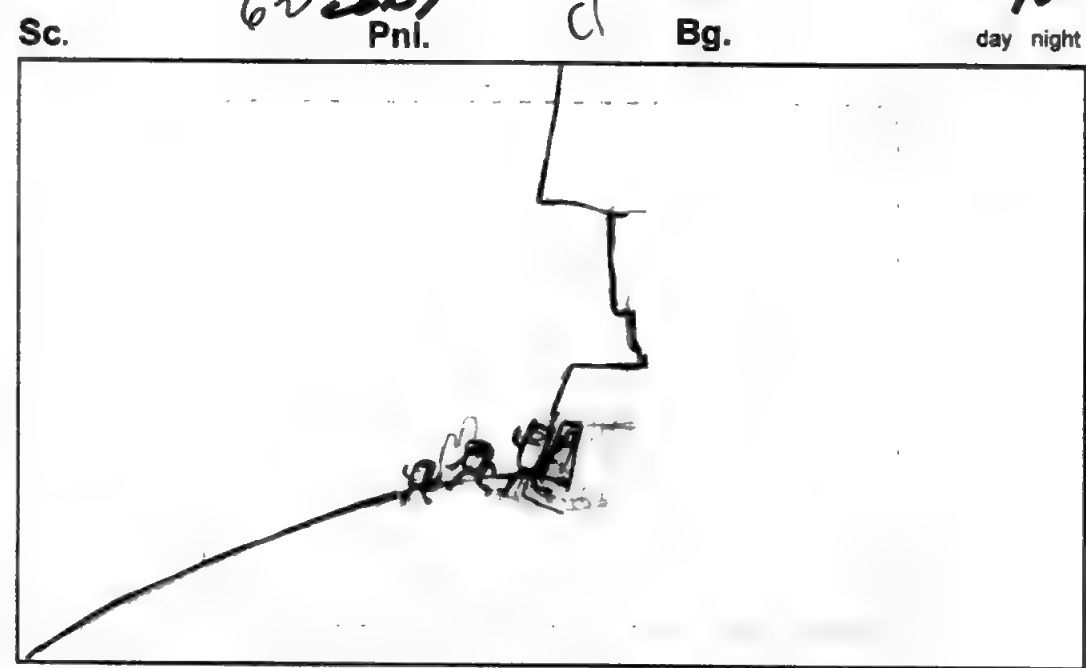
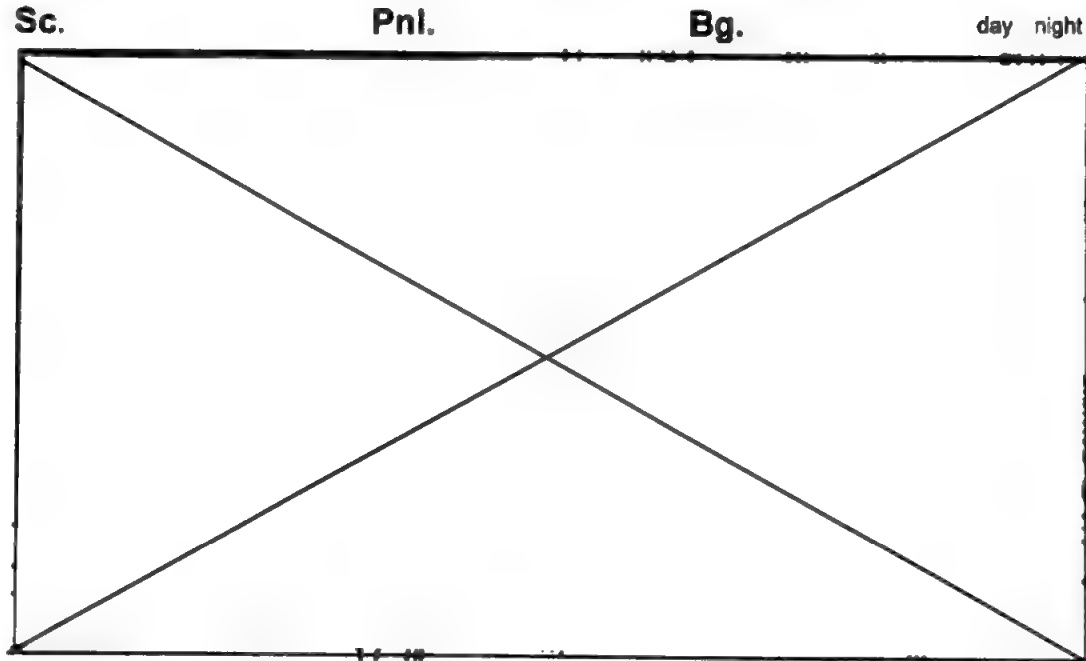
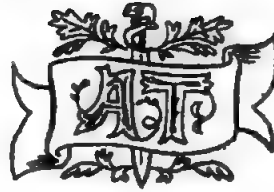
SFX: THUMP THUMP THUMP

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Production :

ADVENTURE TIME



Dialog:

SFX: FUMBLE FUMBLE! (DOORKNOB)

SFX: BANG! (DOOR OPENING)

Action:

STOP PAN AT BOTTOM
OF TREEHOUSE.

BMO, JAKE, FINN RUN OUT.

APR 23 2014

Timing:

EPISODE #

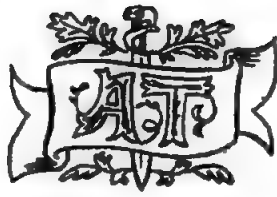
Production :

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ADVENTURE TIME

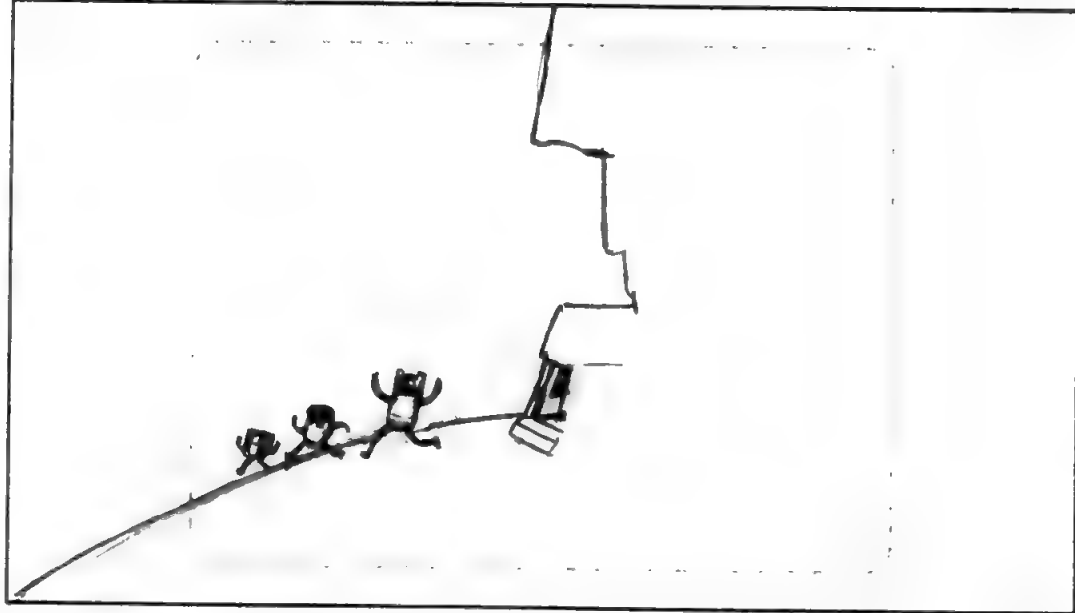


Sc.

62 cont Pnl. D

Bg.

day night

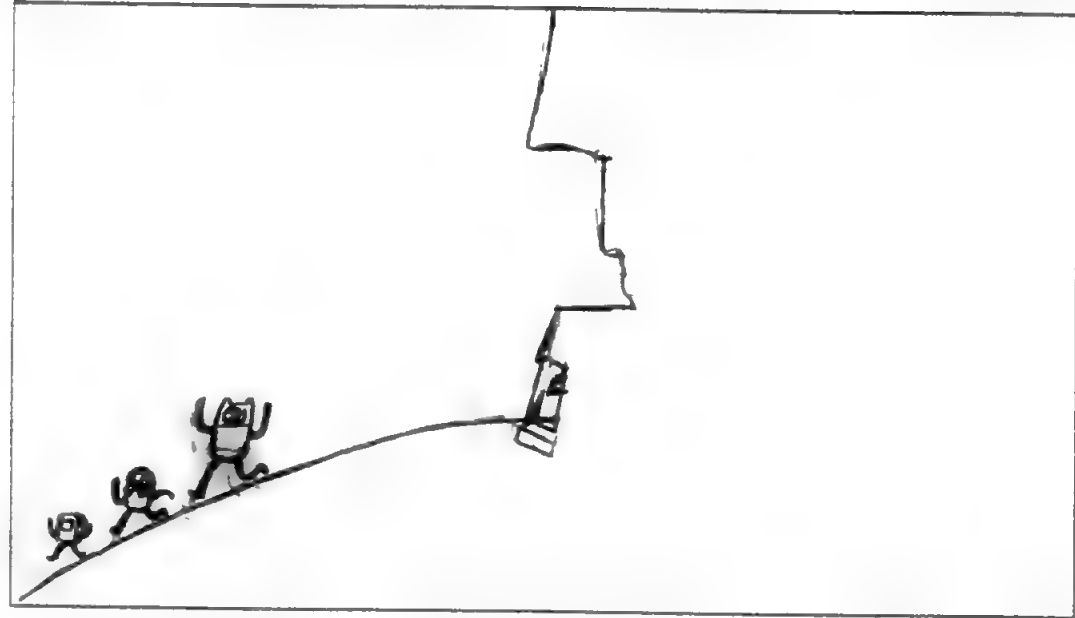


Sc.

62 cont Pnl. E

Bg.

Page 73
day night



Dialog:

F+J+B: AAH!!

Action:

Timing:

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EPISODE #

Production :

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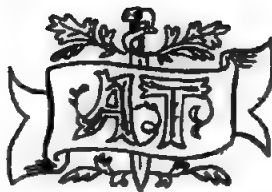
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ADVENTURE TIME



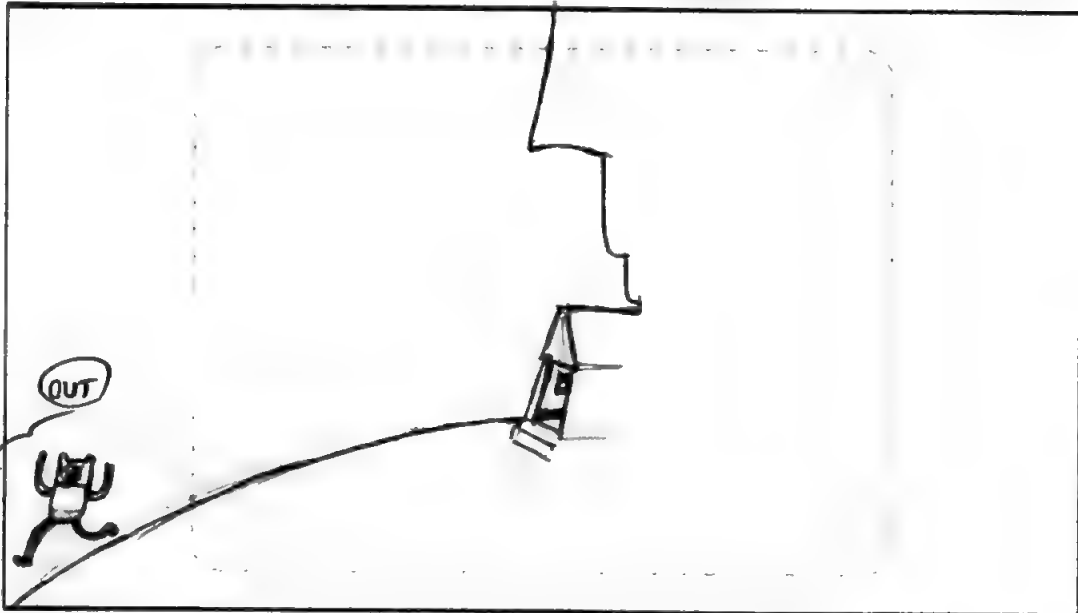
Sc.

62 cont
Pnl.

F

Bg.

day night



Sc.

63

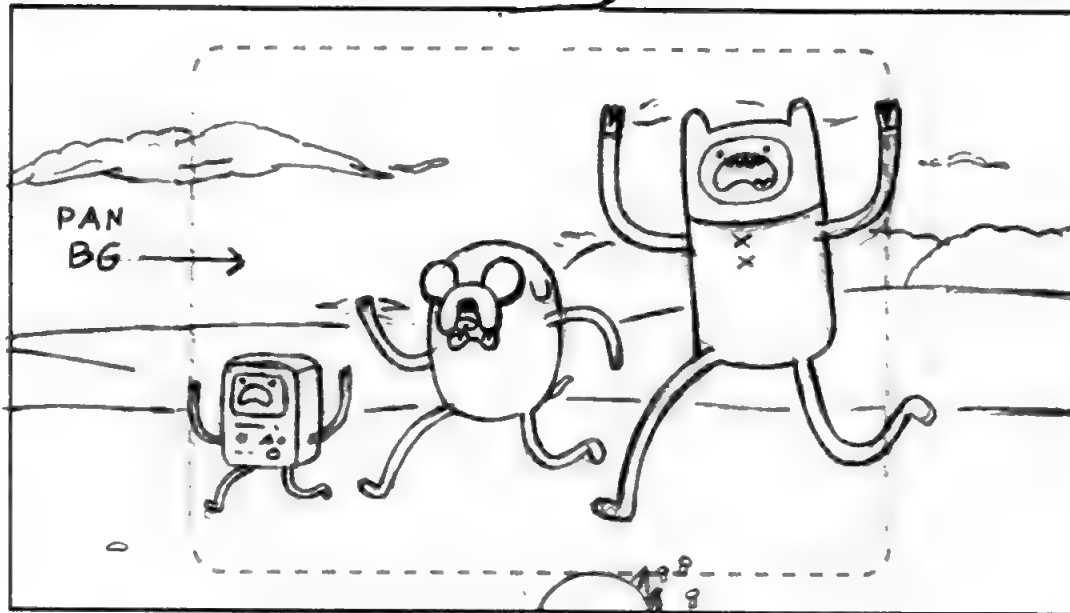
Pnl.

A

Bg.

day night

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Dialog:

JAKE: HUA HUA HA HUH

Action:

-F, J, + B RUN OFF/S.

APR 23 2014

Timing:

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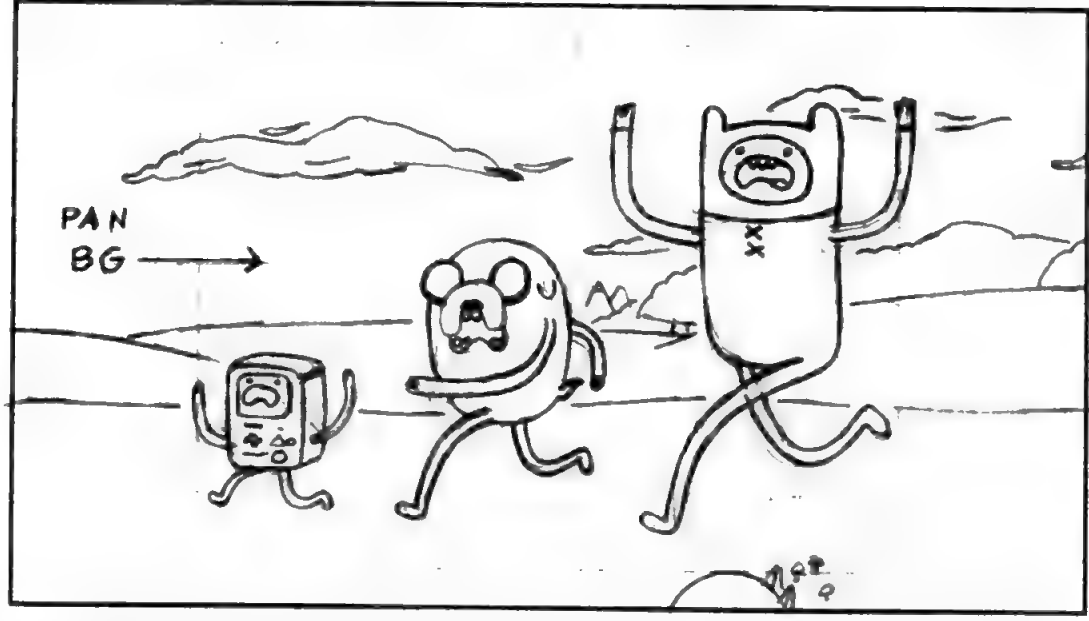
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1025/181

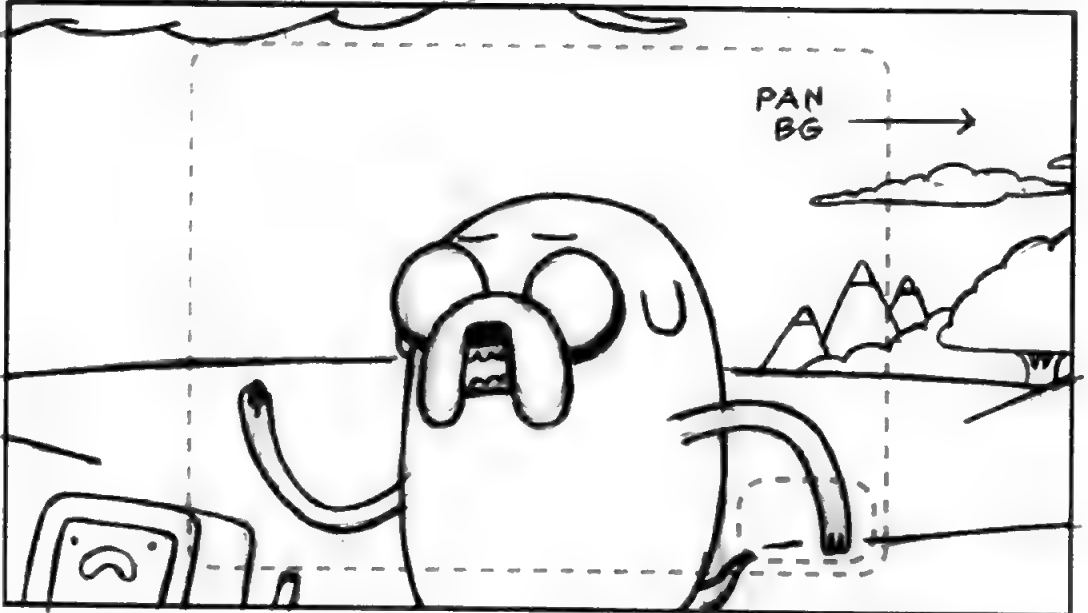
ADVENTURE TIME



Sc. **63 cont** Pnl. **B** Bg. day night



Sc. **64** Pnl. **A** Bg. day night



Dialog:	<p><u>JAKE:</u> HUA HUA HA HUH</p>
Action:	<p>(B POSE)</p>
Timing:	<p>APR 23 2014</p>

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Production :

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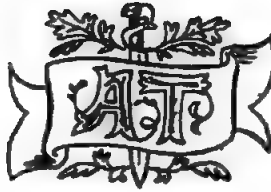
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ADVENTURE TIME



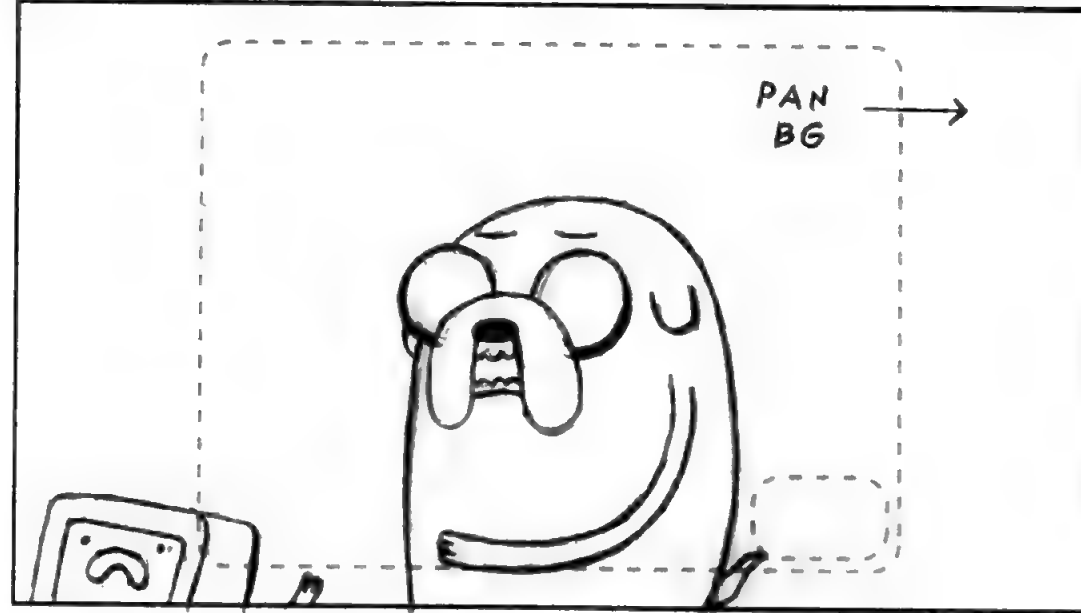
Sc.

64 *cont* Pnl.

B

Bg.

day night



Sc.

64 *cont* Pnl.

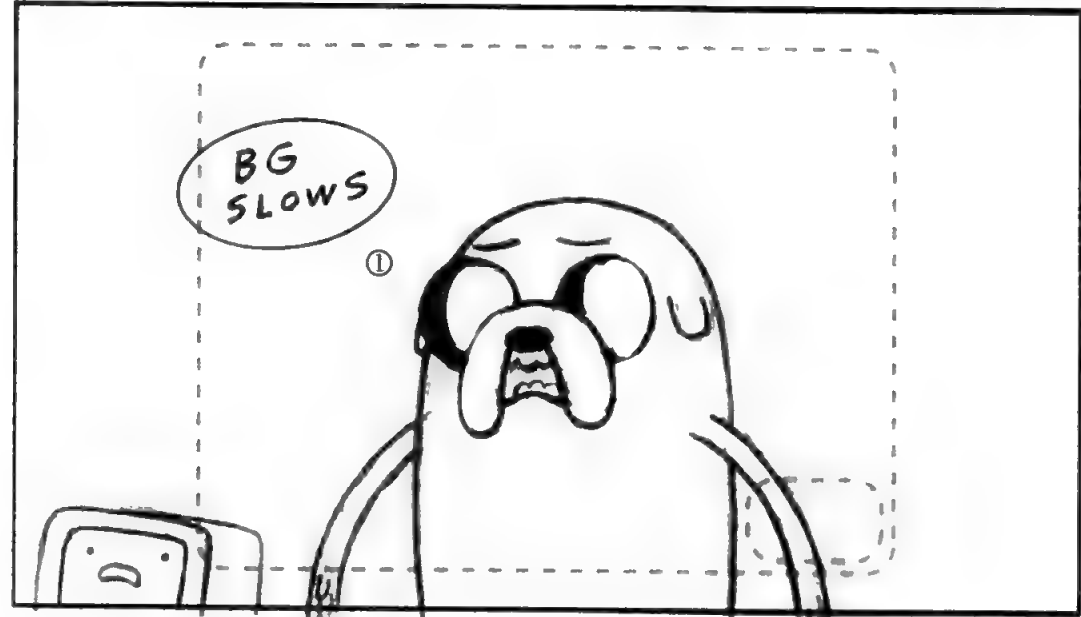
C

Bg.

Page

76

day night



Dialog:

JAKE: HUA HUA HA HUH

J/ Aw... Thank goodness we lost him.

Action:

(B POSE)

(BG SLOWS)

- J. GLANCES BACK ^{C2}

Timing:

APR 23 2011



roduction :

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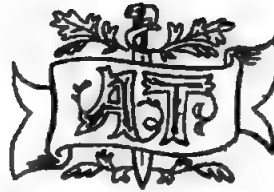
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ADVENTURE TIME



Sc. 64 *cont* Pnl. D Bg. day night



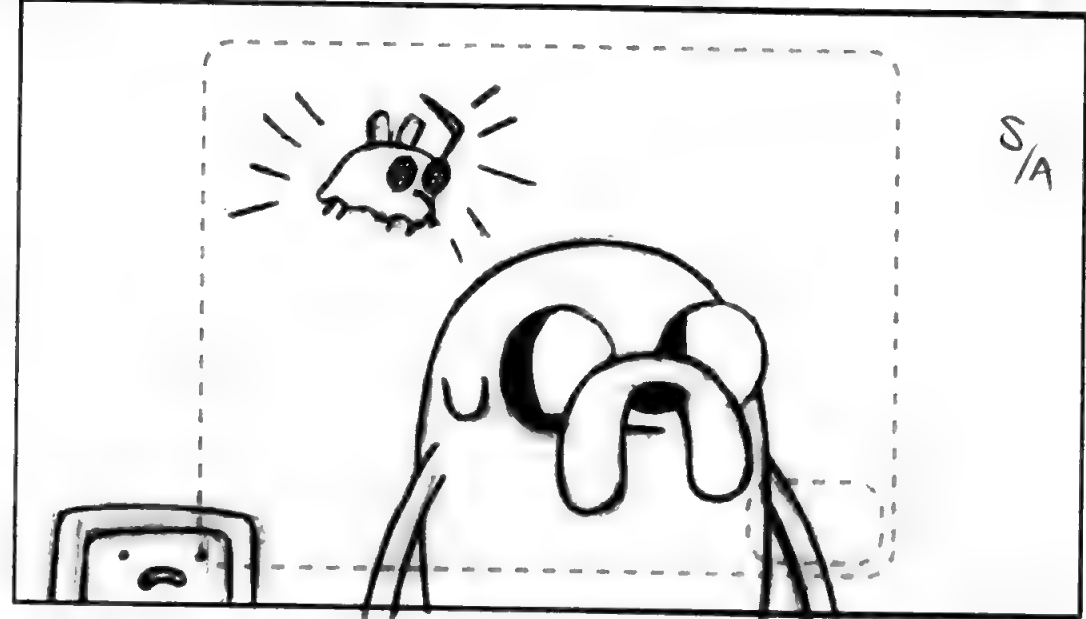
Dialog: J: HE'S GONE.

Action: (BG STOPPED)

Timing:



Sc. 64 *cont* Pnl. E Bg. day night Page 77



Sfx: * VMM*

GHOST FLY APPEARS MAGICALLY.

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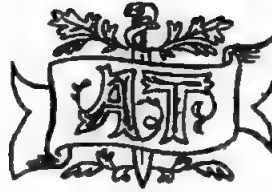
Production :

EPISODE #

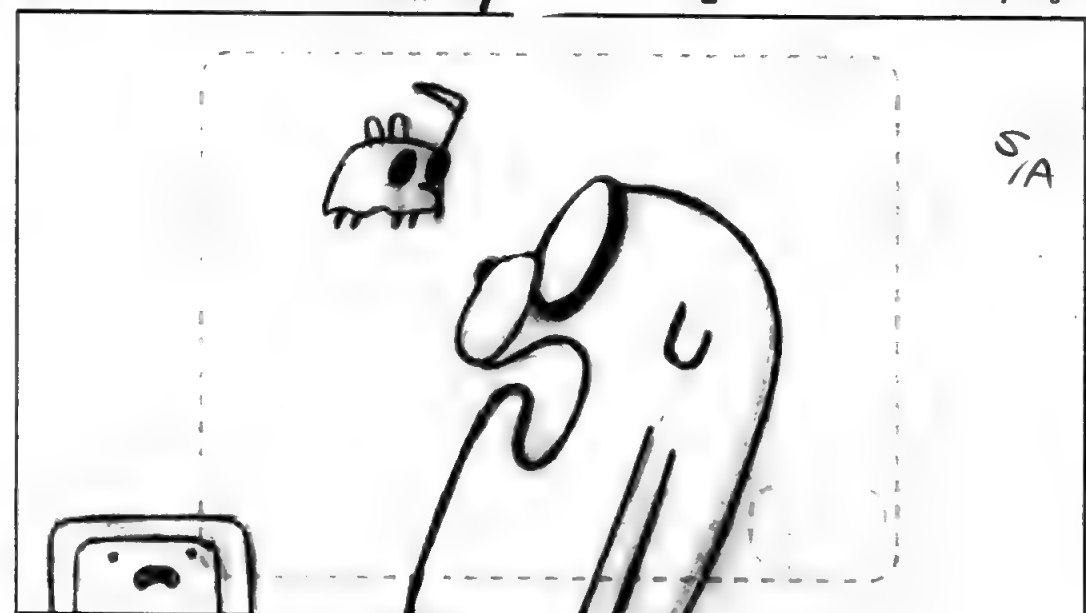
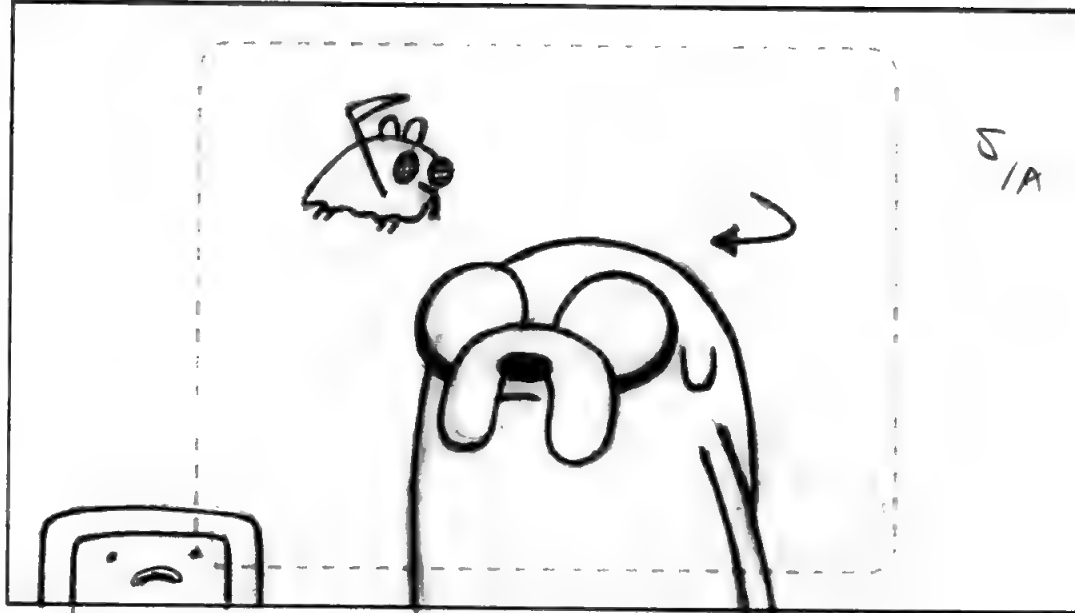
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ADVENTURE TIME



Sc. 64 cont Pnl. F Bg. day night Sc. 64 cont Pnl. G Bg. day night Page 78



Dialog:

G.F. : woo.

J : AAAAAH!

Action:

- J LOOKS UP AT G.F.

Timing:

APR 23 2014

EPISODE #

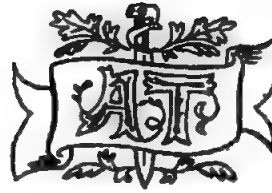
Production :

1025-181

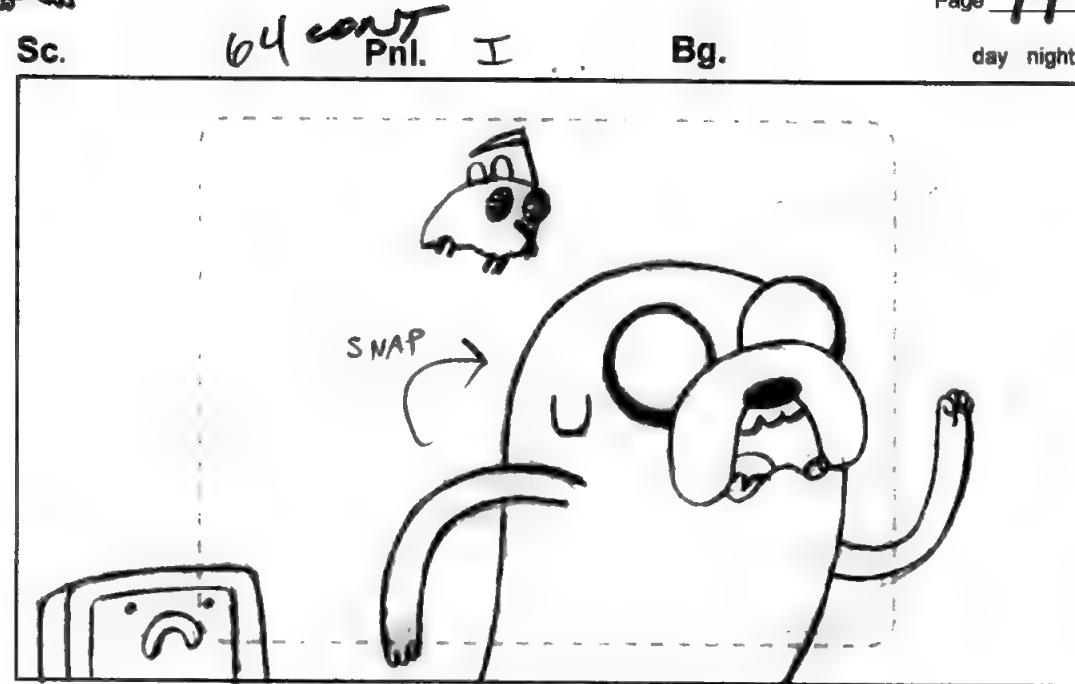
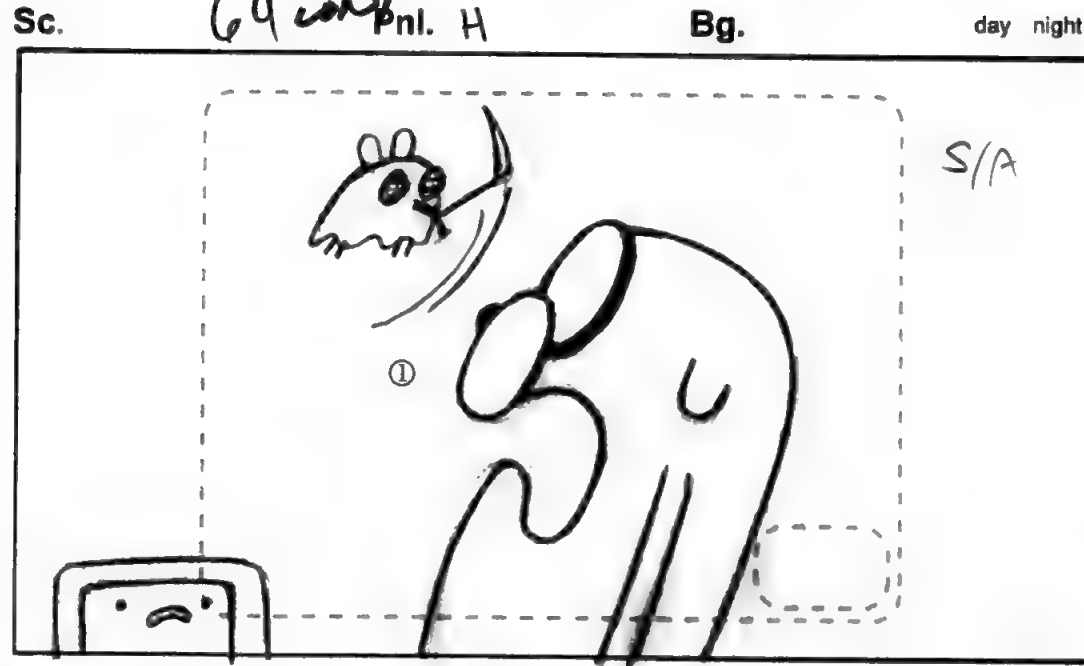
1025/181

1025/181

ADVENTURE TIME



Page **79**
day night



<p>Dialog:</p> <p><u>SFX: NWHOOOSH X</u></p>		<p><u>J: [PANICKED BREATHING]</u></p>	
<p>Action: <u>GHOST FLY TAKES A SWIPE.</u></p>		<p><u>JAKE INTO RUN (MAYBE RUNNING ON SPOT, TO START)</u></p>	
<p>Timing:</p>		<p>APR 23 2014</p>	



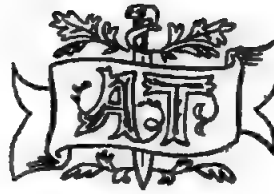
EPISODE #

Production :

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1025/181

1025/181

ADVENTURE TIME

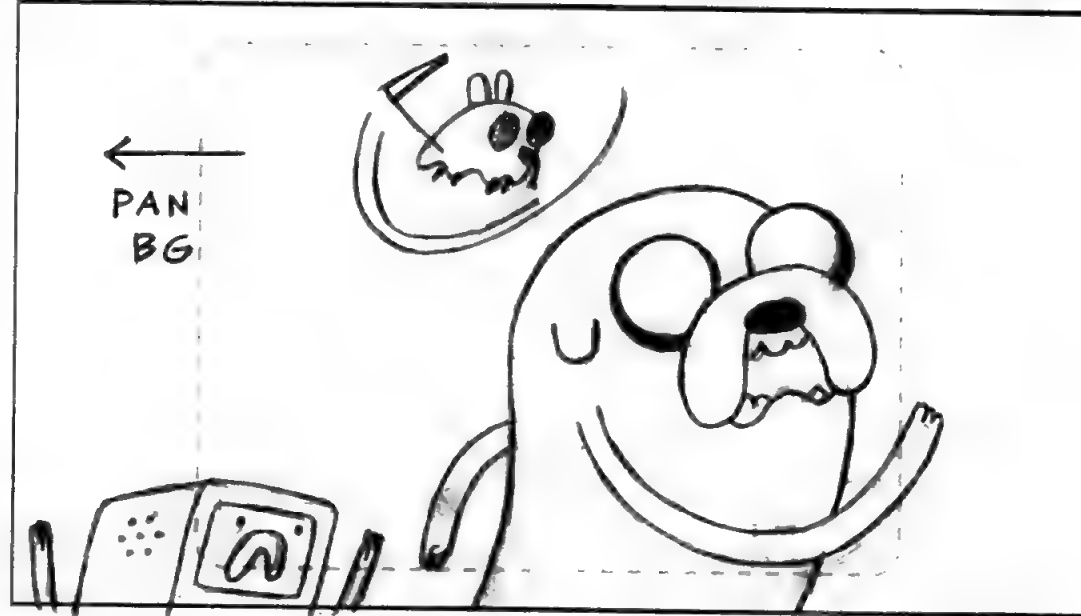


Sc.

64 cont Pnl. J

Bg.

day night



Dialog:

SFX: *WHOOOSH*

BMO: RUN - JUST RUN!

Action:

GHOST FLY SWIPES AT JAKE

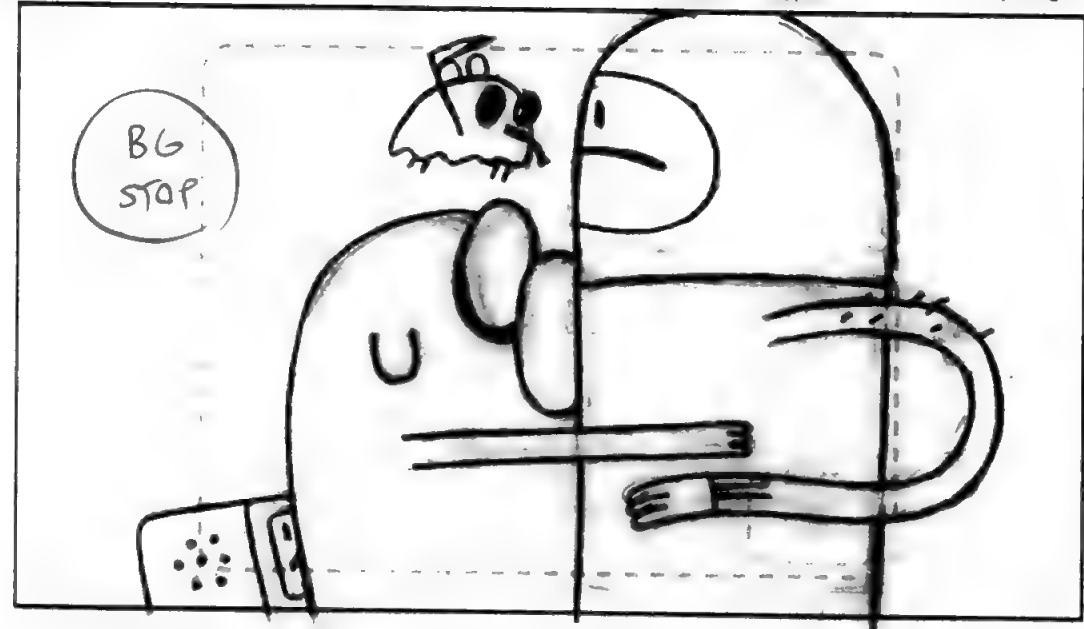
Timing:

Sc.

64 cont Pnl. K

Bg.

day night



SFX: WHAM!

FJB: [IMPACT]

- THEY ALL COLLIDE
- MAYBE CAMERA SHAKE

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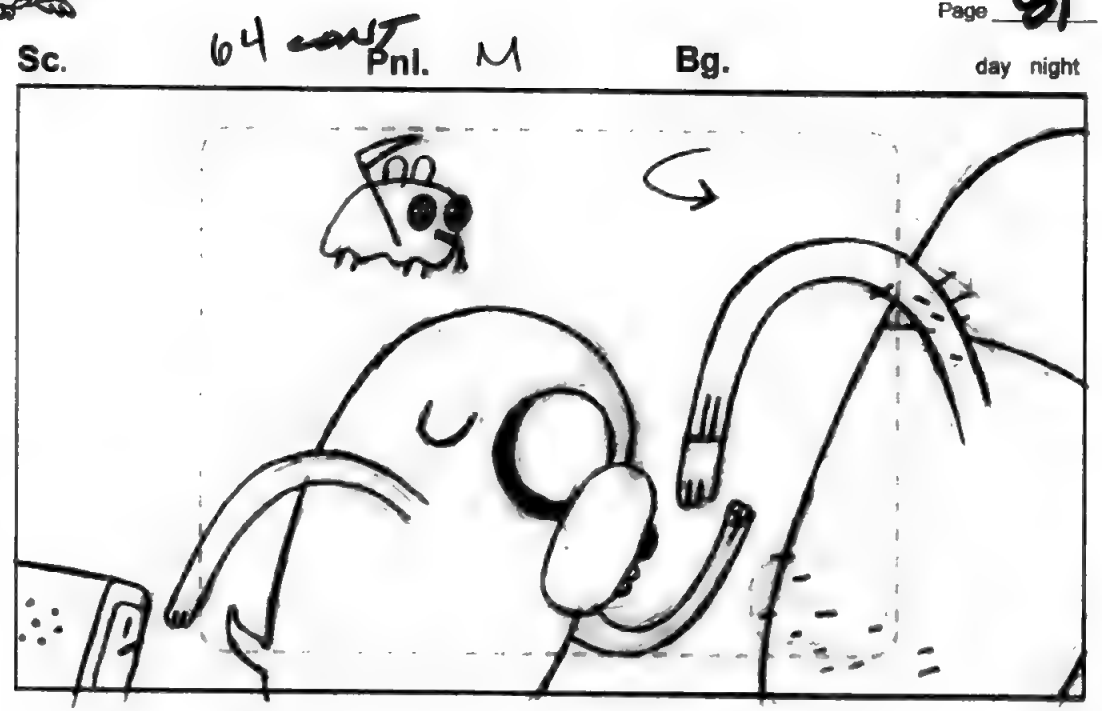
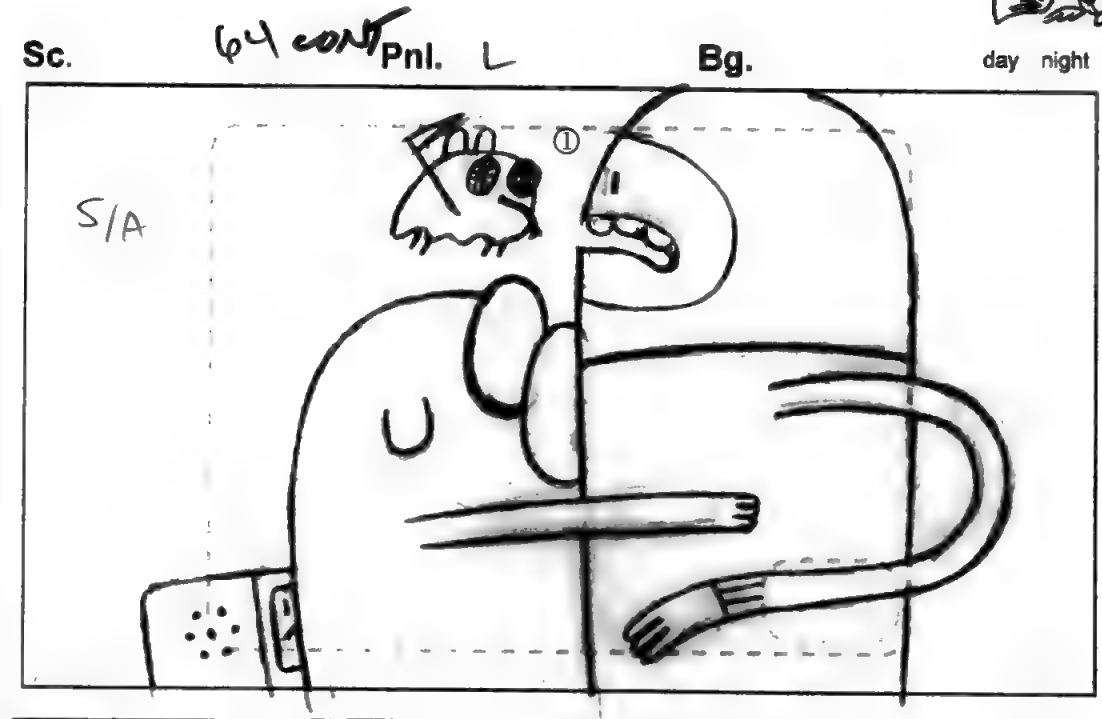
Production :

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ADVENTURE TIME



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Dialog:

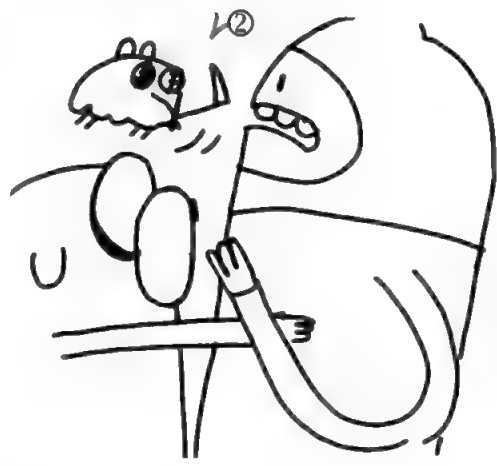
F: AY-YI-YI-YI

Action:

Timing:

- F. TURNS TO RUN.

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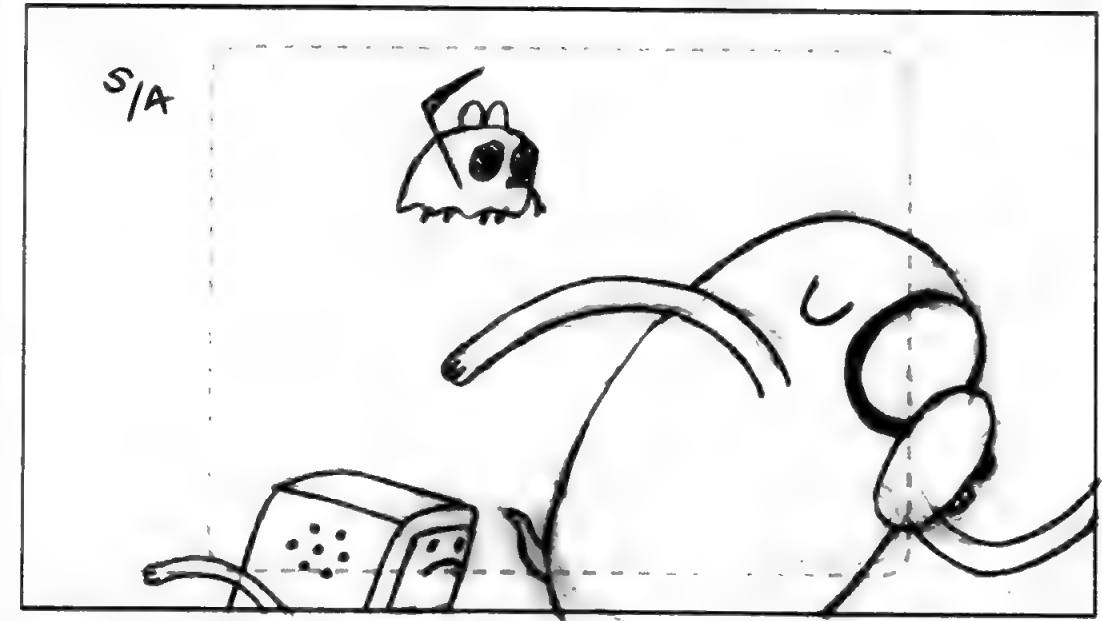
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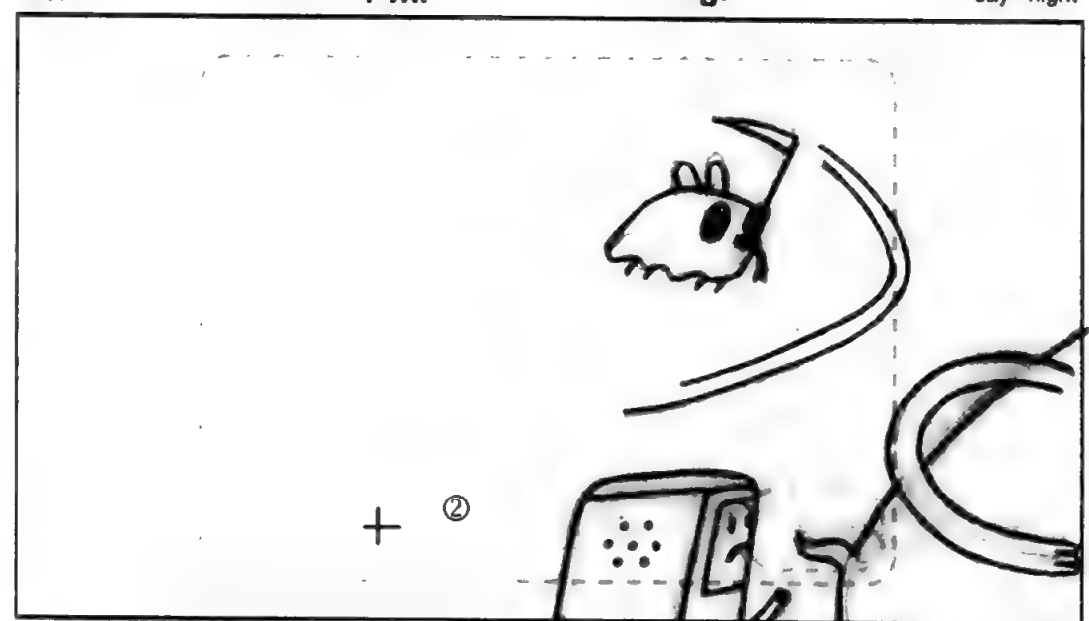
ADVENTURE TIME



Sc. *64 cont* Pnl. *N* Bg. day night



Sc. *64 cont* Pnl. *O* Bg. day night



Dialog:

Action: - F, J + B RUN OFFS

Timing:

SFX: ** WHOOSH **

GHOST FLY SWIPES



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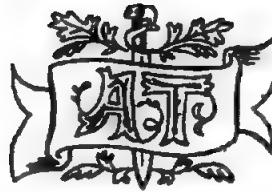
Production :

1025/181

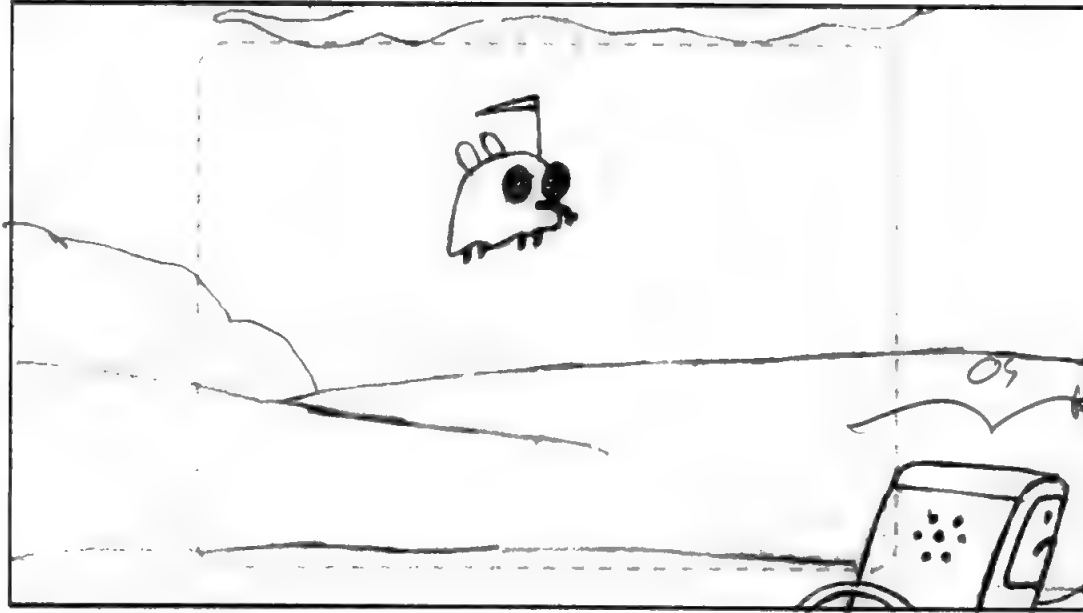
1025/181

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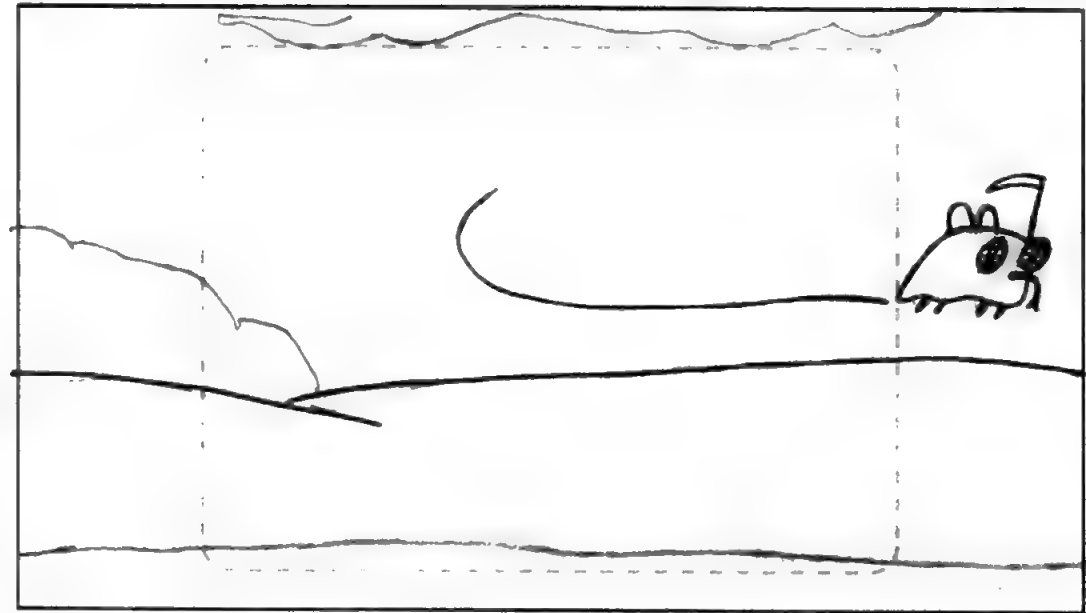
ADVENTURE TIME



Sc. 04 CONT Pnl. P Bg. day night



Sc. 64 CONT Pnl. Q Bg. day night



Dialog:

GF: WOOOOO

Action:

- GF FLOATS AFTER THEM.

Timing:

APR 23 2014

EPISODE #

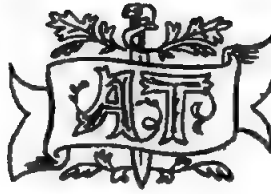
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME

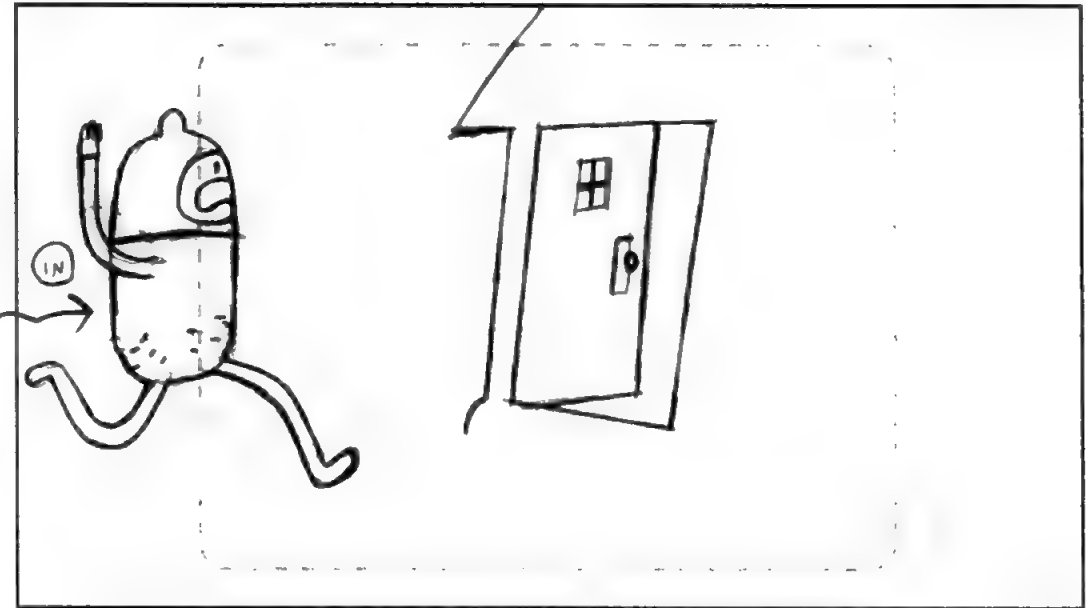


Page **84**

Sc. **65** Pnl. **A** Bg. day night



Sc. **65 cont** Pnl. **B** Bg. day night



Dialog:

Action:

ALL RUN INTO TREEHOUSE.

APR 23 2014

Timing:

1025-181

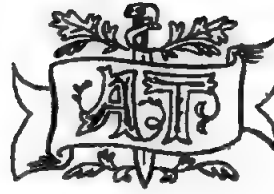
EPISODE #

1025/181

Production :

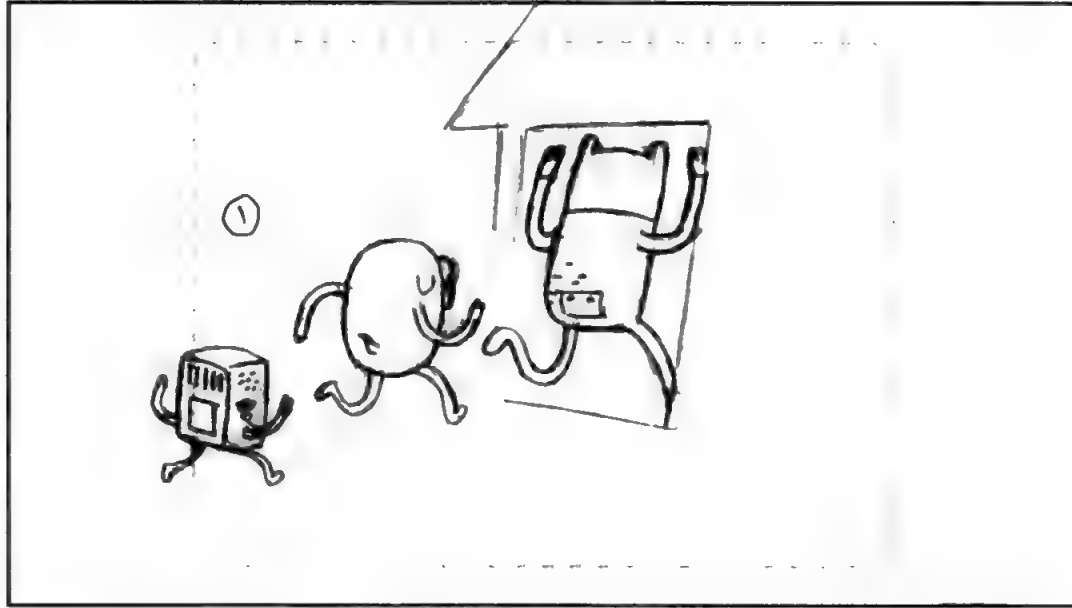
1025/181

ADVENTURE TIME

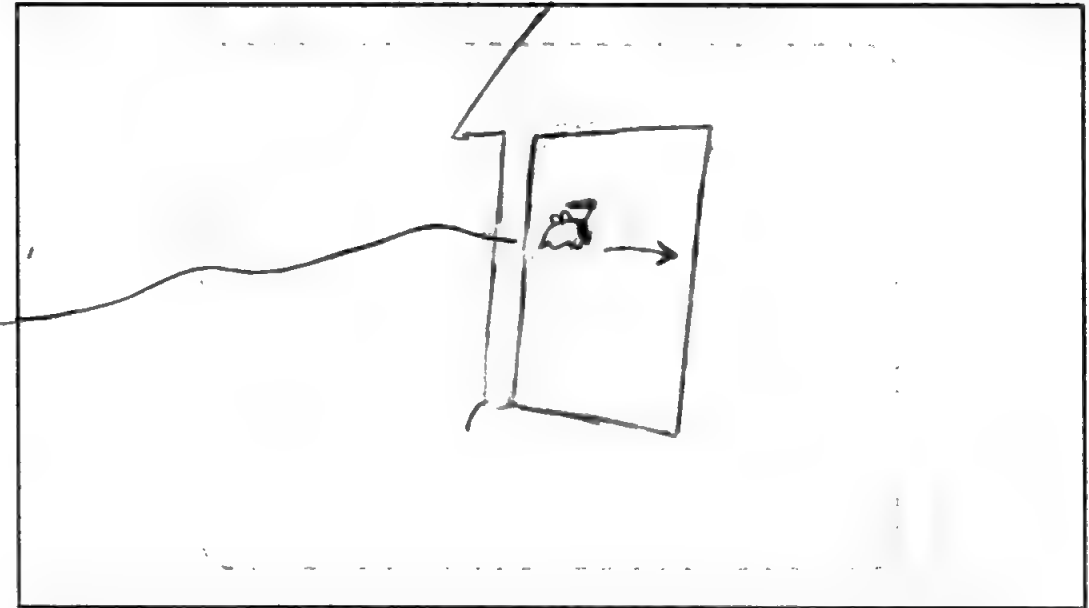


Page **85**

Sc. **65 cont** Pnl. **C** Bg. day night



Sc. **65 cont** Pnl. **D** Bg. day night



Dialog:

- G.F. FLIES ON/S AND INTO T. HOUSE,

APR 23 2014

1025/181

EPISODE #

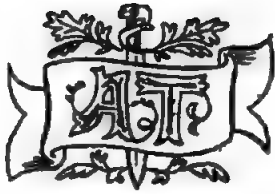
1025-181

1025/181

Production :

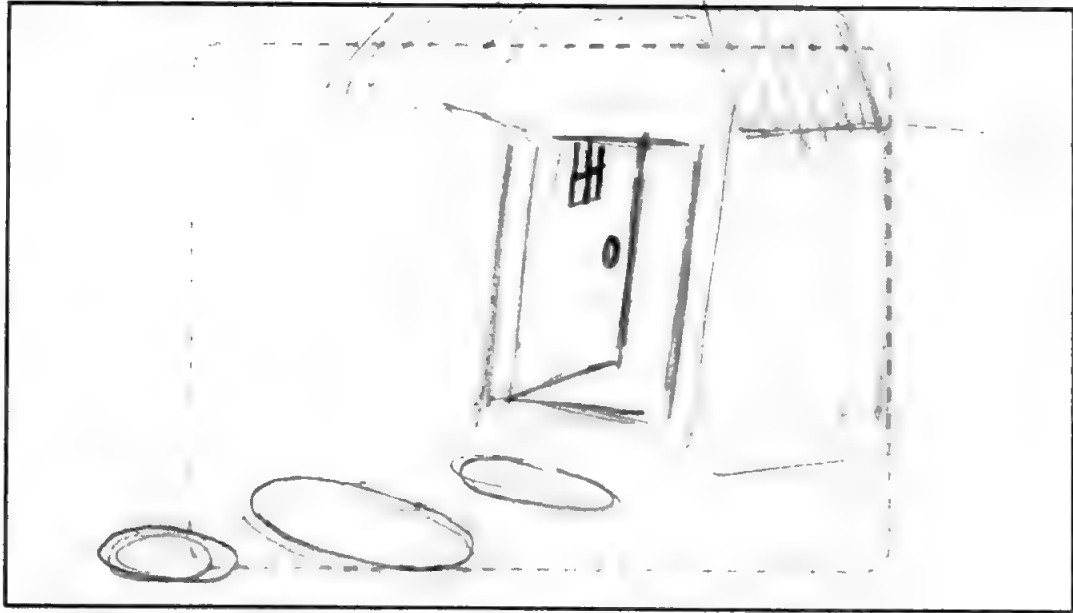
1025/181

ADVENTURE TIME

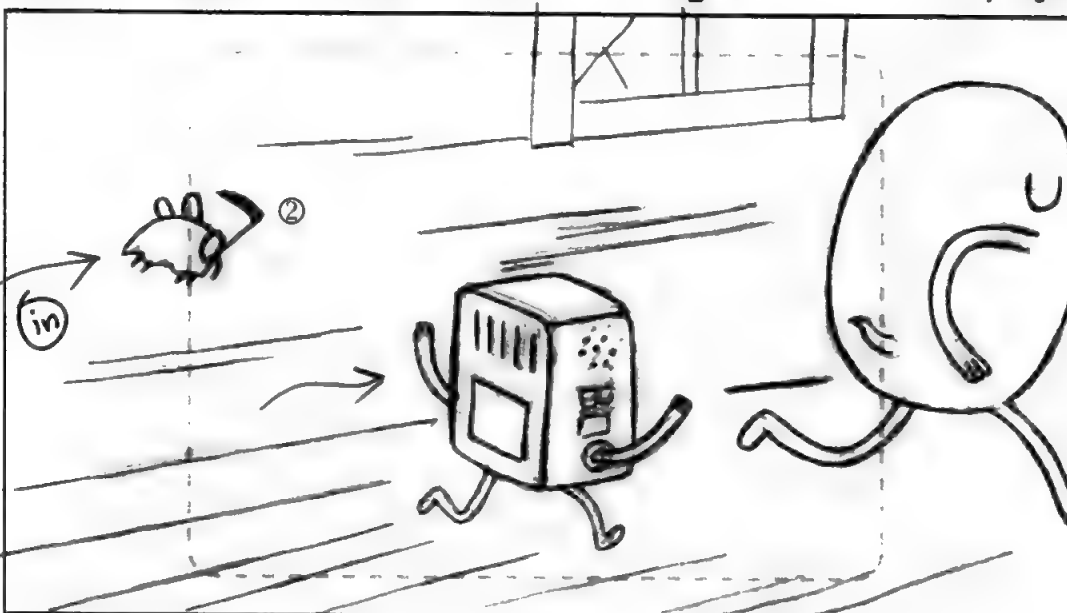


Page 86

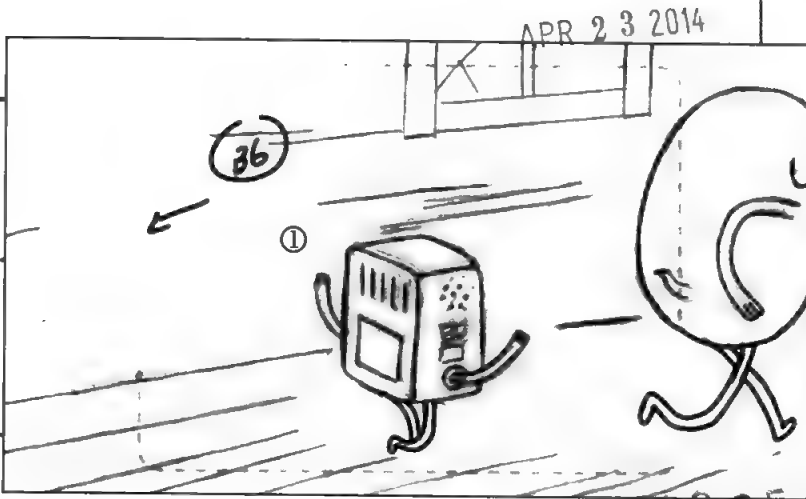
Sc. 65 CONT Pnl. E Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog:	
Action:	- ON BMO RUNNING. - (NO PAN)
Timing:	



EPISODE #

1025-181

1025/181

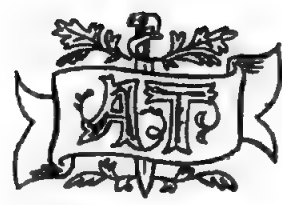
Production :

1025/181

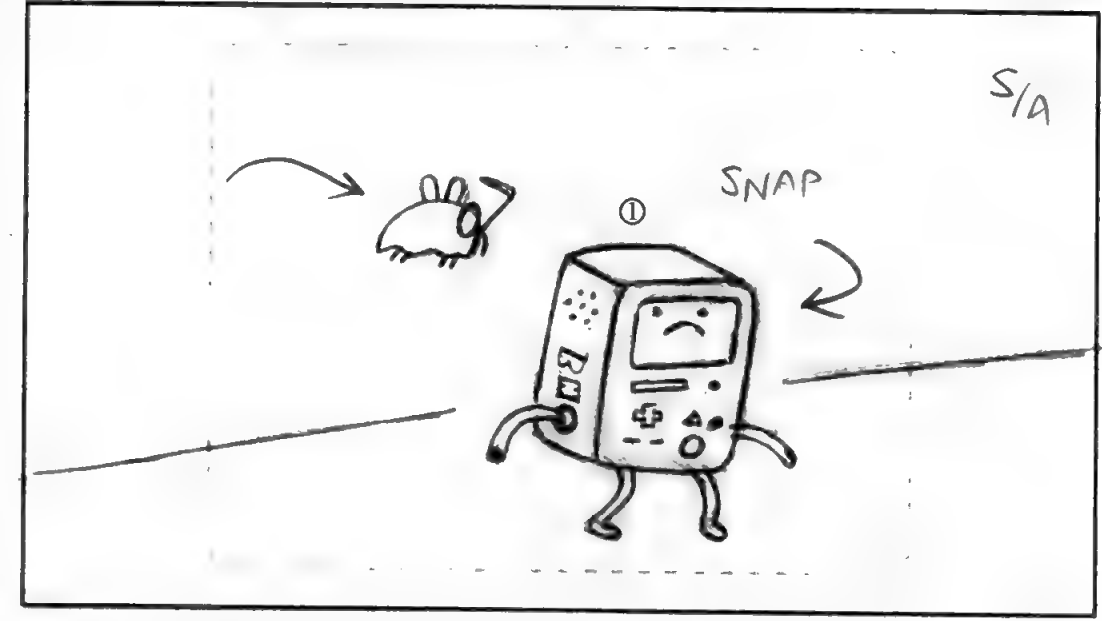
1025/181

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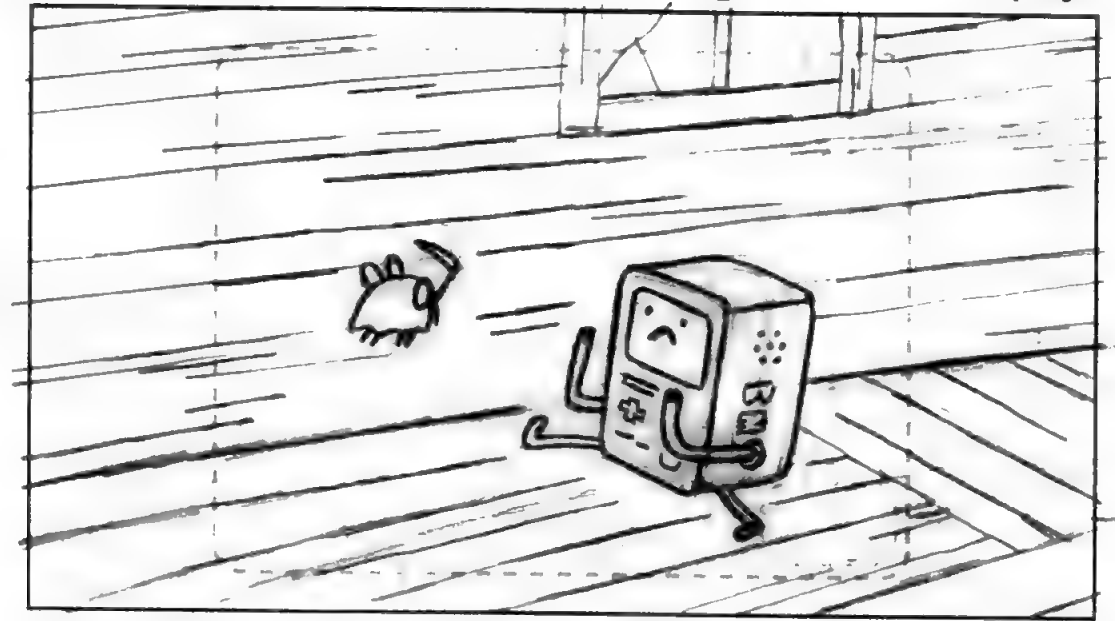
ADVENTURE TIME



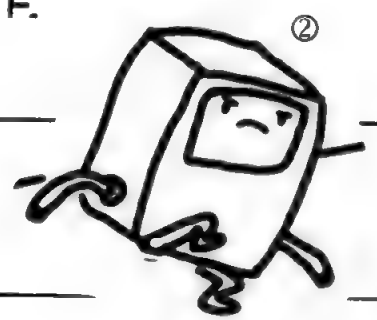
Sc. *66 cont* Pnl. *b* Bg. day night



Sc. *66 cont* Pnl. *C* Bg. day night



Dialog:	
<i>BMO: [GRUNT]</i>	
Action:	<i>- BMO STOPS AND TURNS TO G.F.</i>
	<i>BMO ANTIC.</i>
Timing:	



APR 23 2014

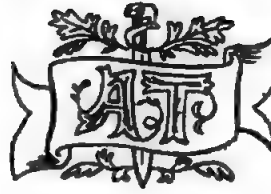
EPISODE # 1025-181
1025/181
Production :

1025/181

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1025/181

ADVENTURE TIME



Sc.

66 cont Pnl.

9

Bg.

day night

Sc.

66 cont Pnl.

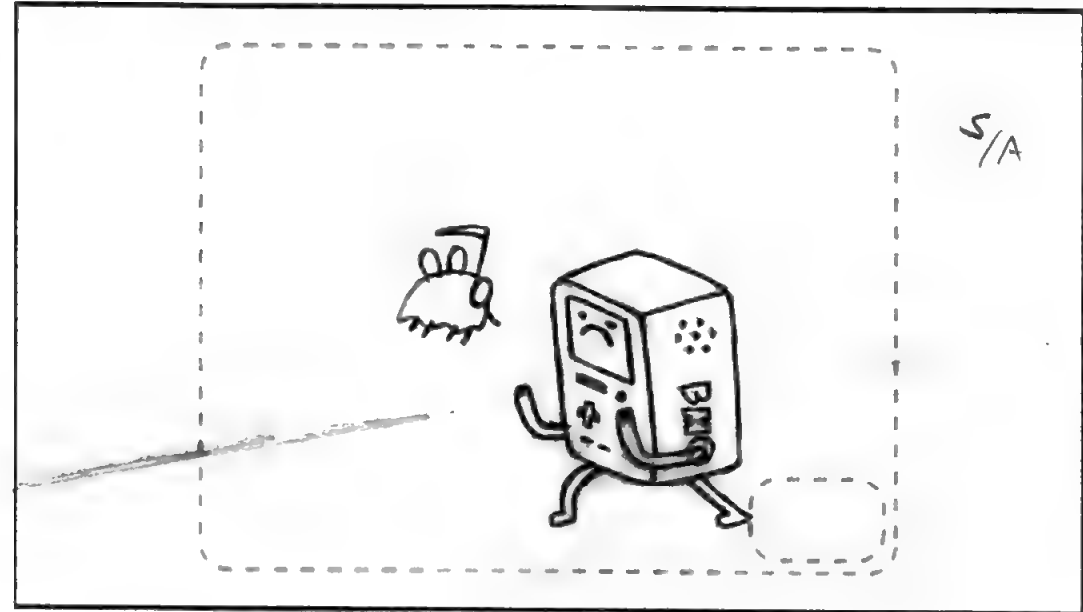
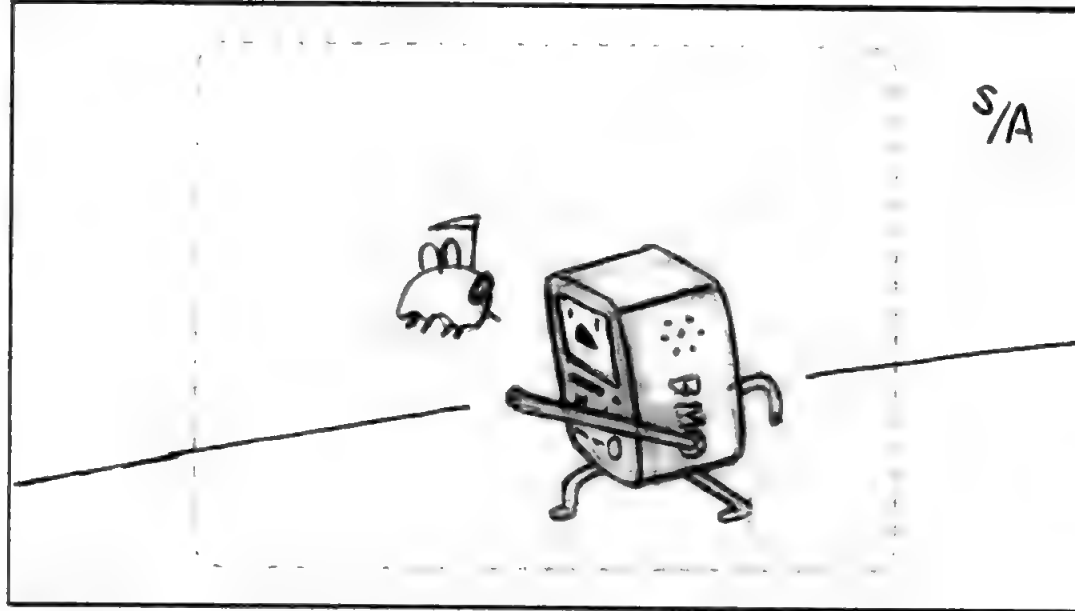
6

Bg.

Page

88

day night



Dialog:

BMO: KYA!

Action:

BMO KARATE MOVE.

BMO ANTICS ANOTHER MOVE.

Timing:

APR 23 2014

EPISODE #

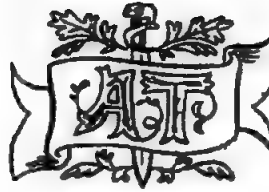
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Sc.

66 cont Pnl.

F

Bg.

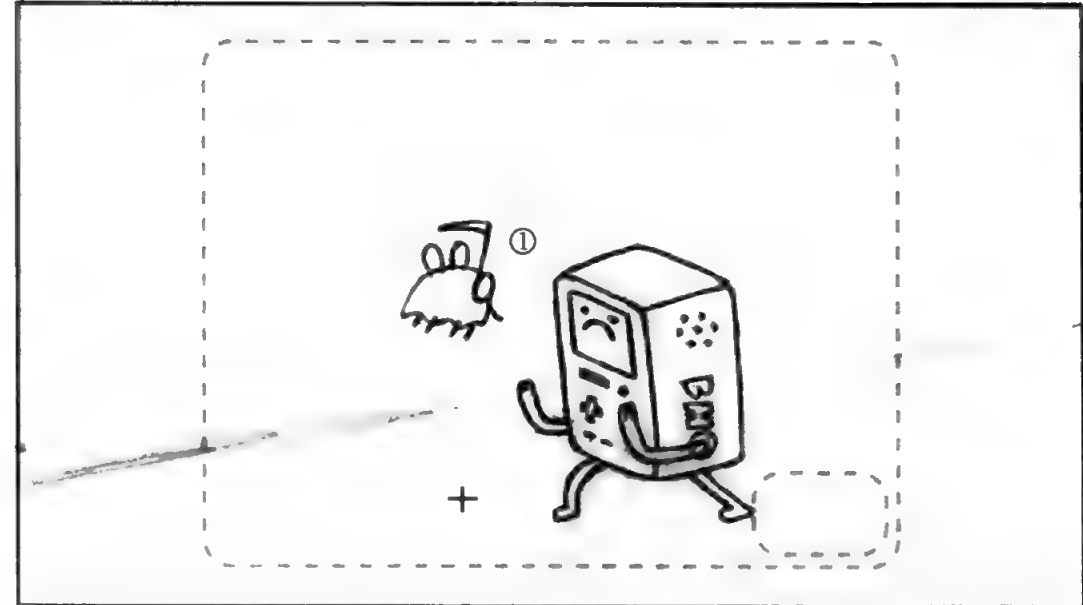
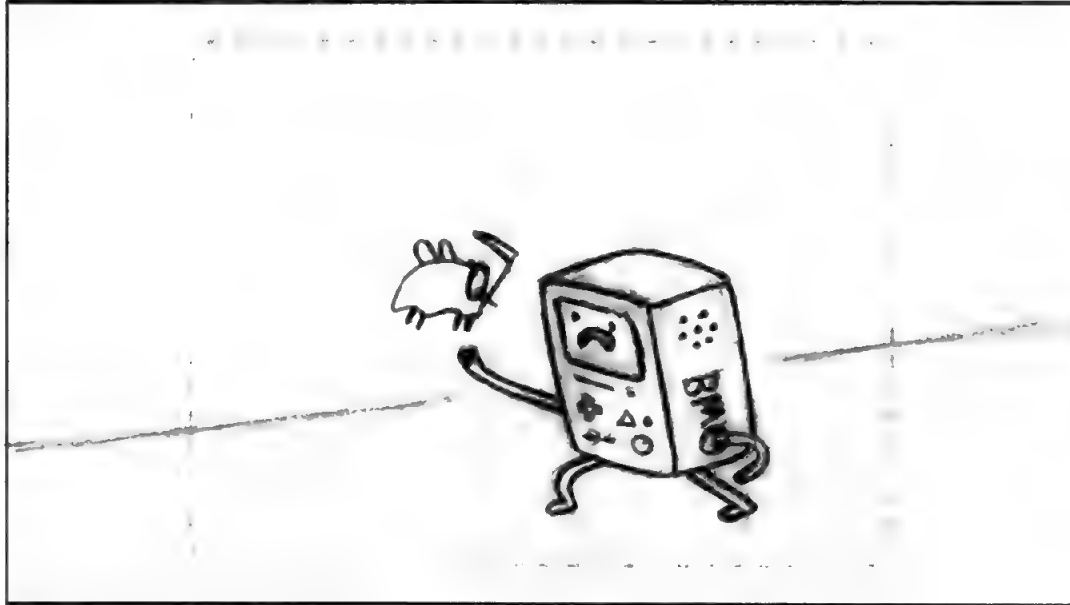
day night

Sc.

66 cont Pnl. 6

Bg.

Page 89
89A NEXT
day night



Dialog:

BMO: KEEYA!

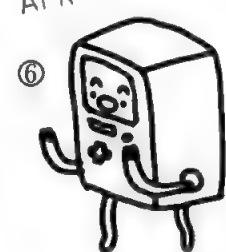
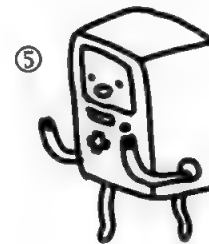
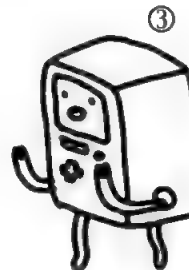
BMO: OH!

Action:

- KARATE MOVE

GHOST FLY MOTIONS WITH SCYTHER
AND BMO FLOATS UP.

Timing:



APR 23 2014

Production :

EPISODE # 1025-181

1025/181

1025/181

1025/181



ADVENTURE TIME

Page 89A

90NLT
day night

Sc. 66 *CONT*

Pnl. H

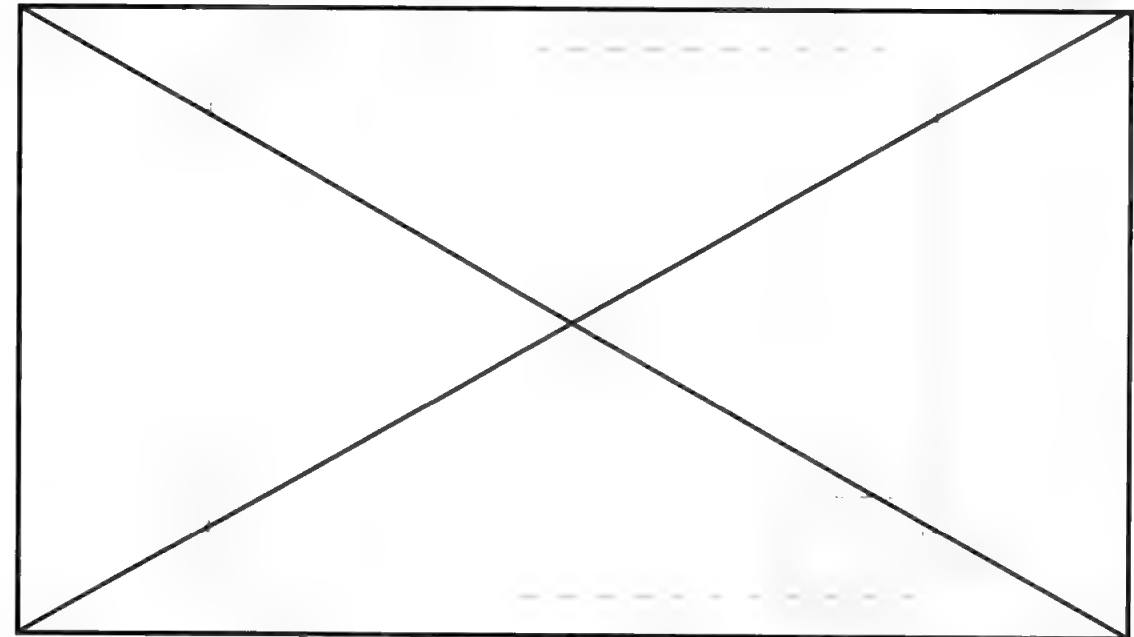
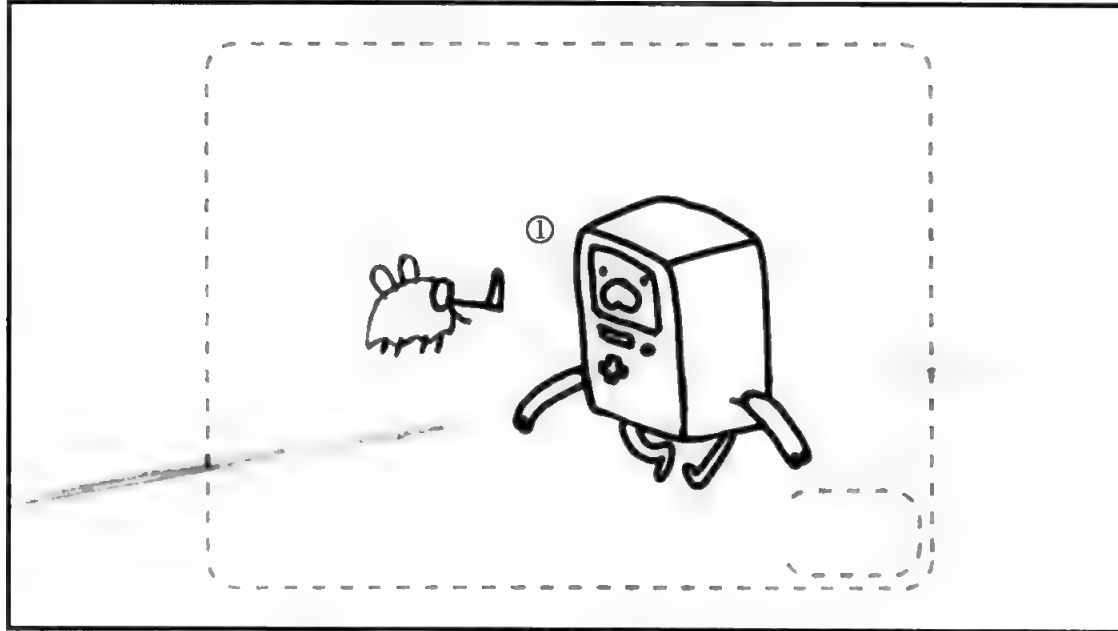
Bg.

day night

Sc.

Pnl.

Bg.

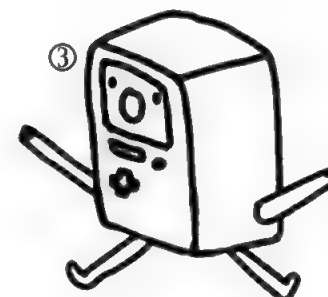
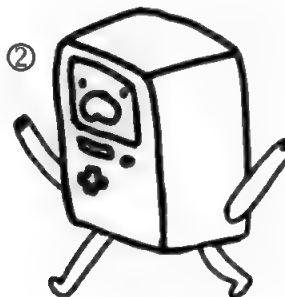


Dialog:

BMO/ wahhhh!

Action:

Timing:



APR 23 2014

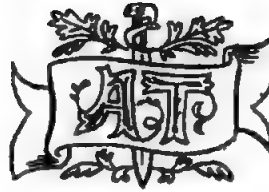
EPISODE # 1025-181

1025/181

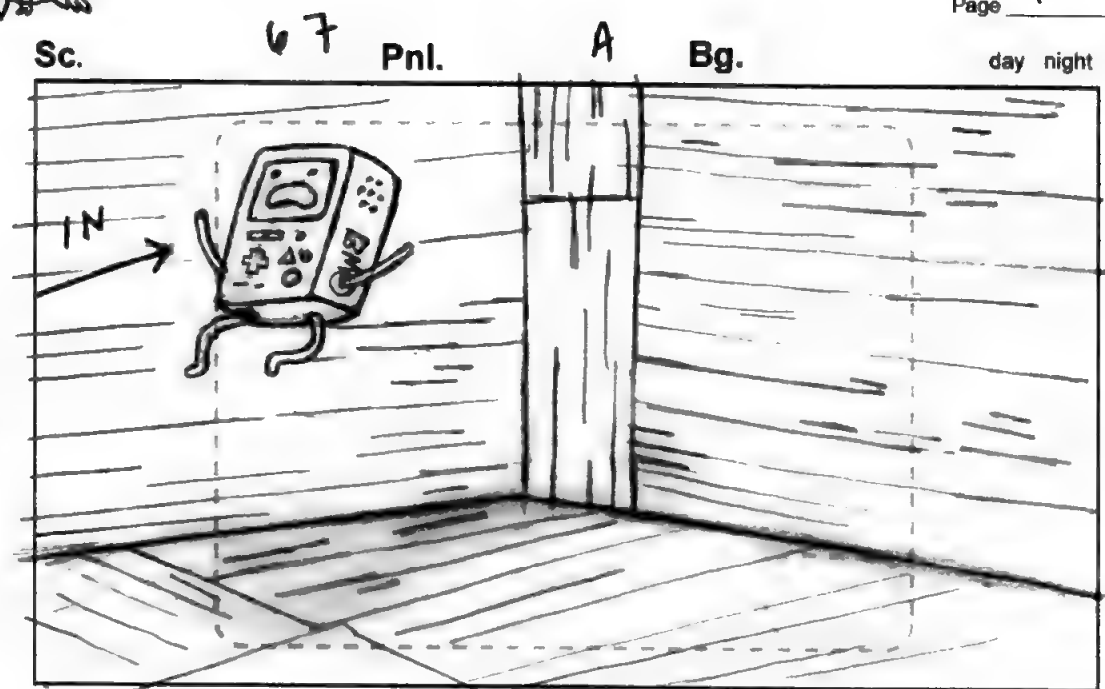
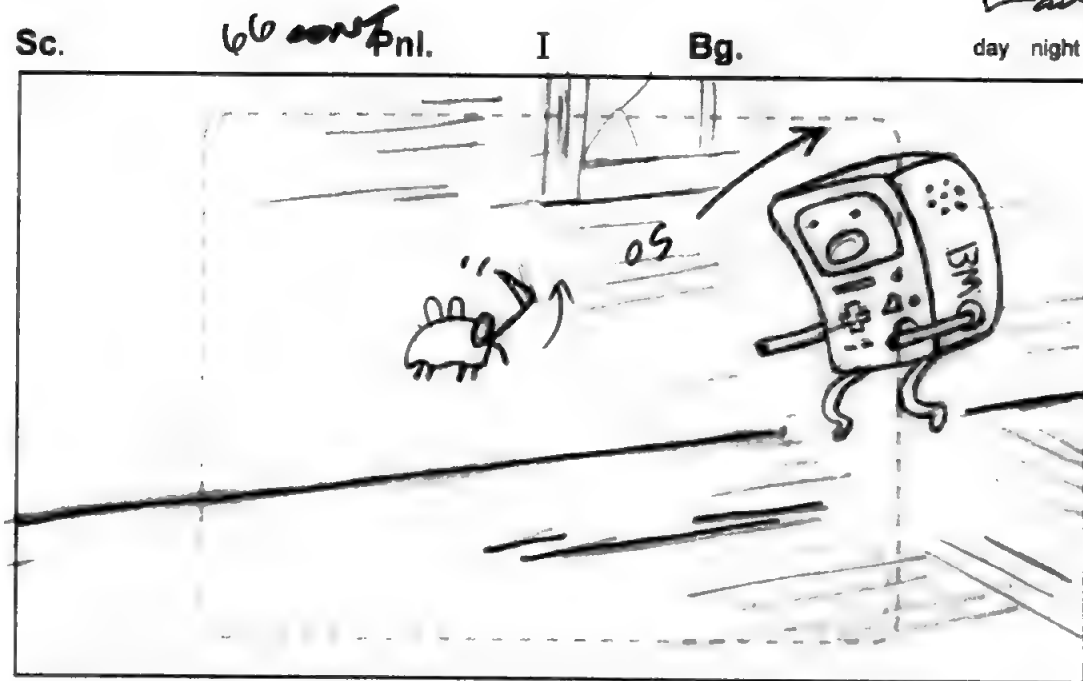
Production:

1025/181

ADVENTURE TIME



Page 90



Dialog:

BMO: AAH!

Action: - BMO IS FLUNG OFF-SCREEN.

- BMO FLIES ON/S

APR 23 2011

Timing:

1025-181

EPISODE #

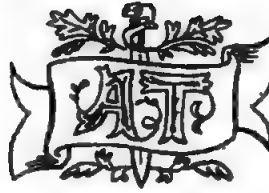
1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



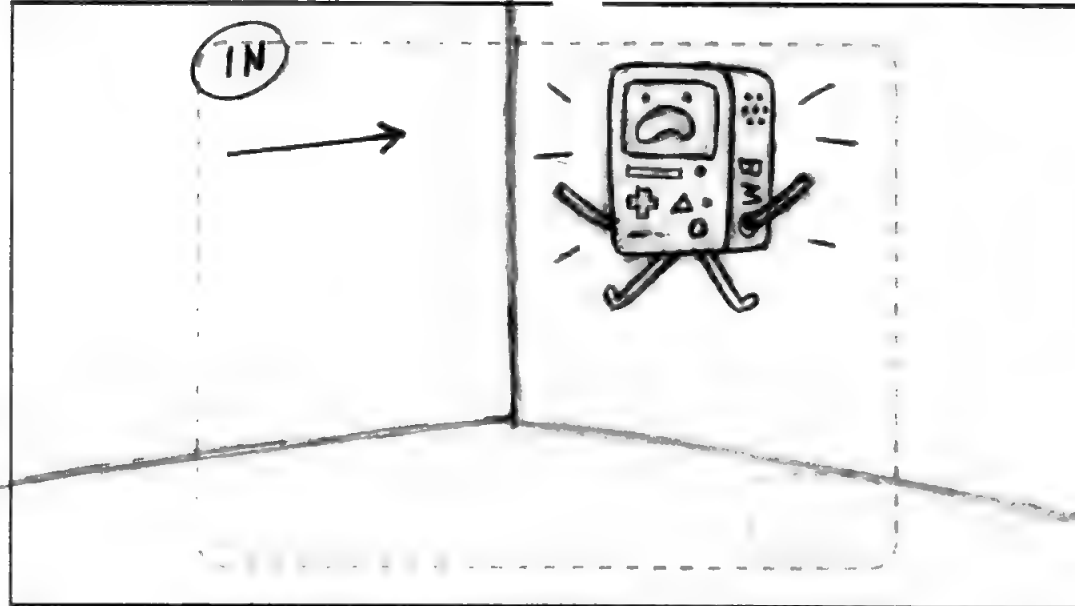
Page 91

Sc.

67 cont Pnl. B

Bg.

day night

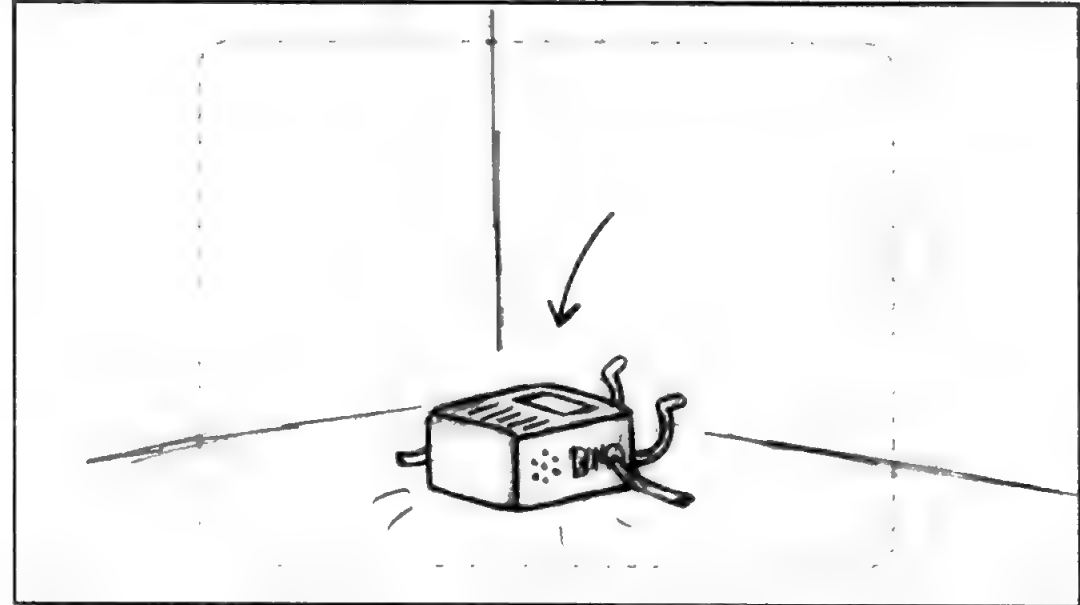


Sc.

67 cont Pnl. C

Bg.

day night



Dialog:

SFX: * WHAM! *

SFX: THUMP.

Action:

BMO HITS WALL.

BMO HITS FLOOR.

APR 23 2014

Timing:

EPISODE #

1025-181

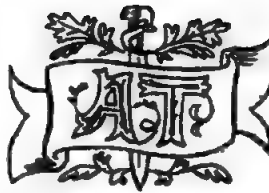
1025/181

Production :

1025/181

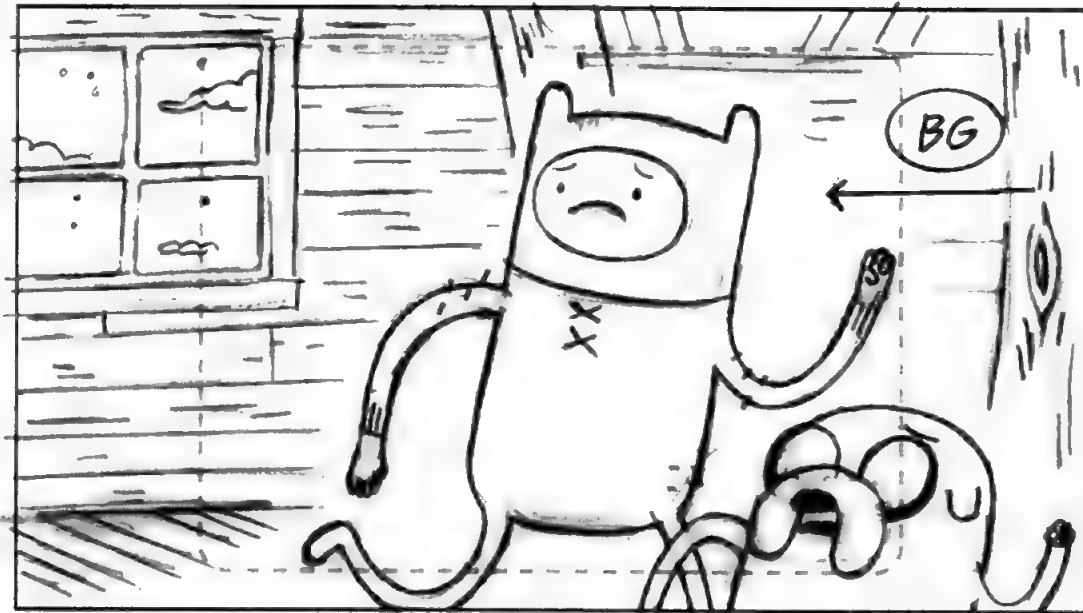
1025/181

ADVENTURE TIME

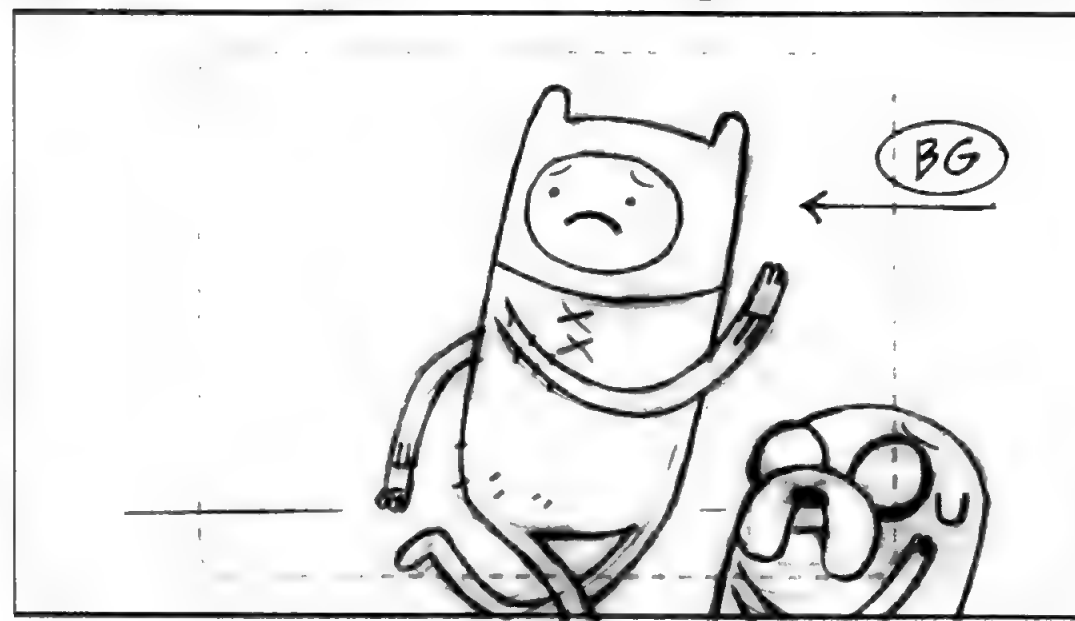


Page 92

Sc. 60 Pnl. A Bg. day night



Sc. 60 cont Pnl. B Bg. day night



Dialog:	<u>J</u> : WE SHOULD ASK...	<u>J</u> : ...WHAT ITS UNFINISHED BUSINESS IS. GHOSTS ALWAYS HAVE...
Action:		
Timing:	APR 23 2014	

EPISODE # **1025-181**
Production :

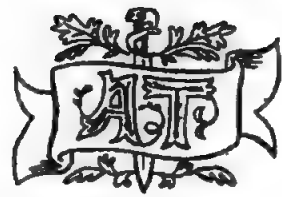
1025/181

1025/181

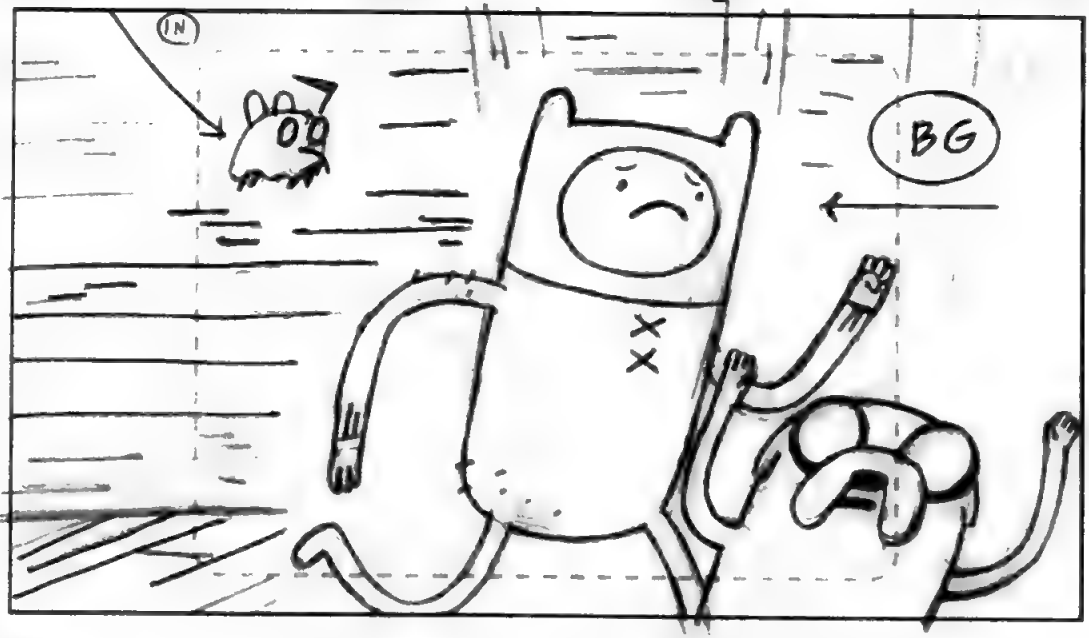
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1025/181

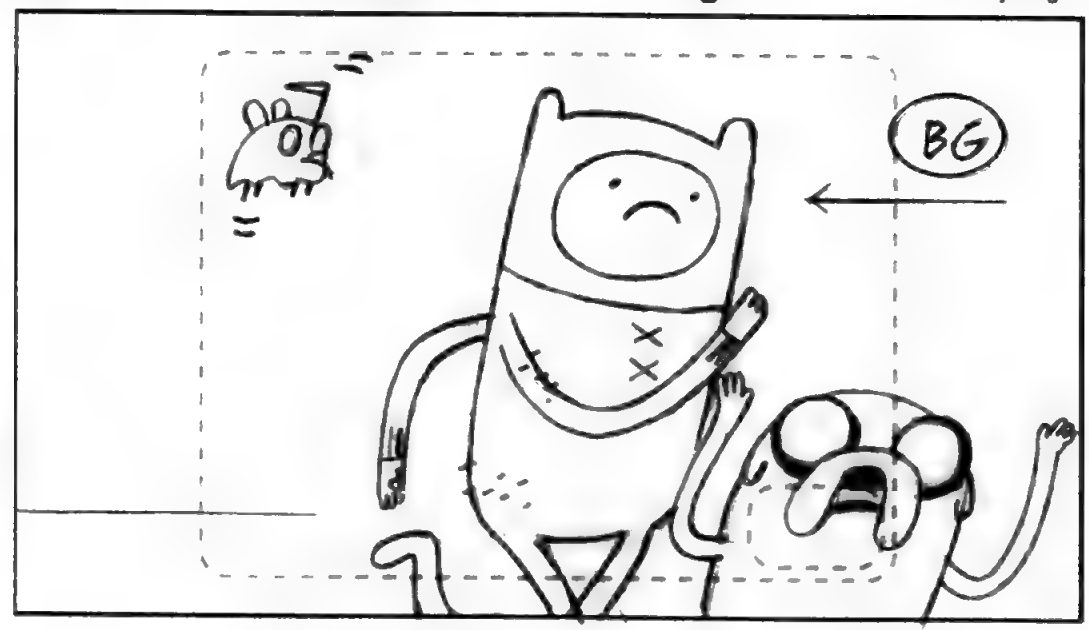
ADVENTURE TIME



Sc. 64 cont Pnl. C Bg. day night



Sc. 64 cont Pnl. D Bg. day night



Dialog:	<u>J</u> : ... UNFINISHED BUSINESS.	
Action:	- G.F. FLIES ON/S.	(B POSE)
Timing:	APR 23 2014	

EPISODE # 1025-181
Production :

1025/181

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1025/181

1025/181

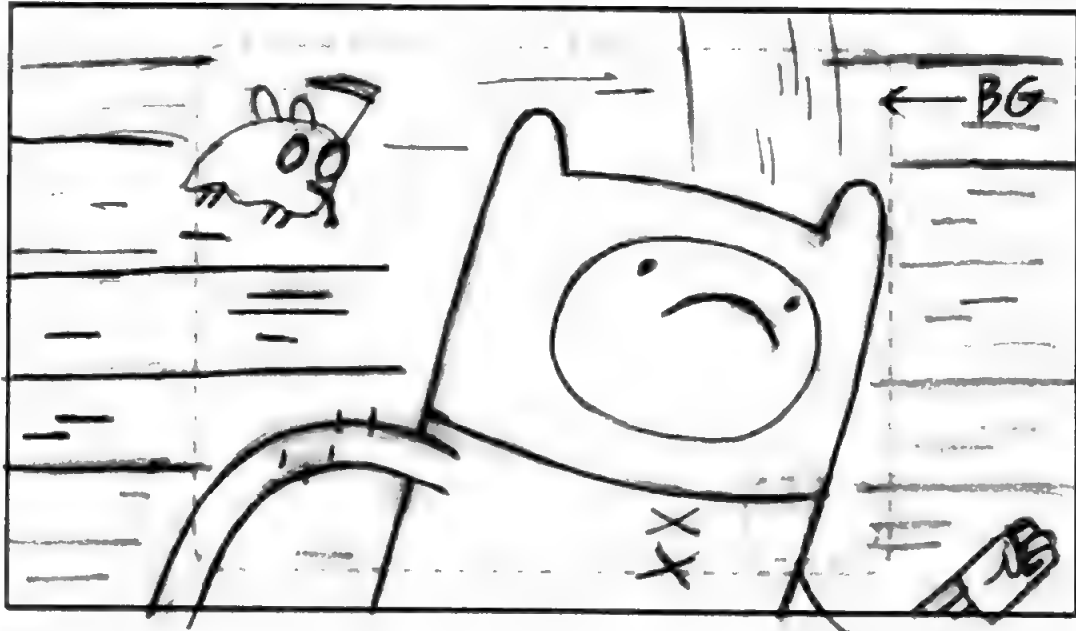
1025/181

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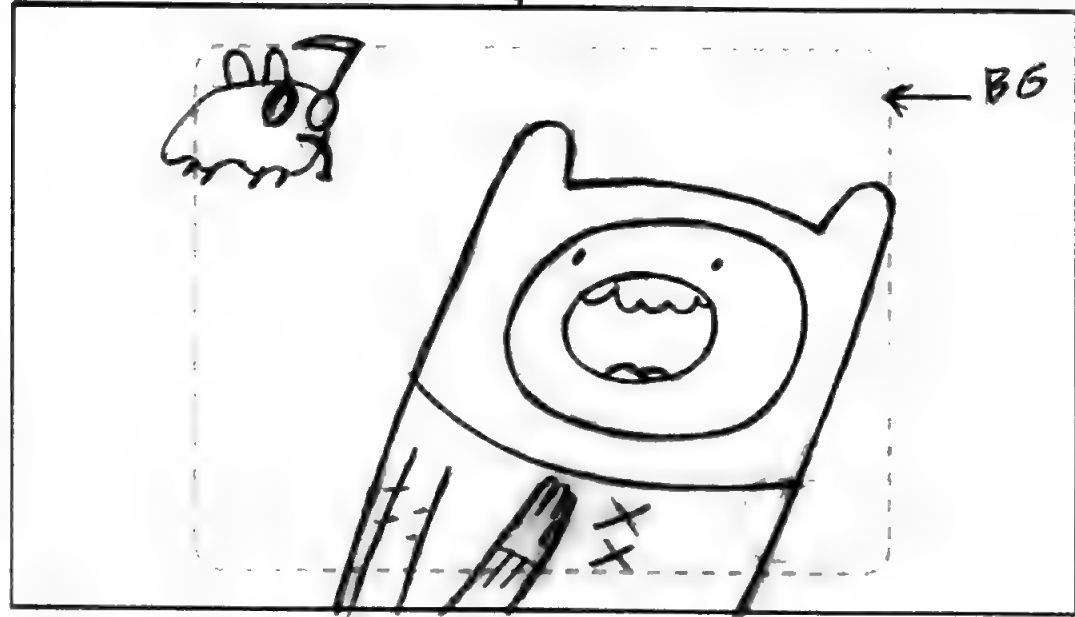
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. 1 Bg. day night Page 94



Dialog:

F: GHOST FLY!

Action:

- F. YELLS OVER SHOULDER

APR 23 2015

Timing:

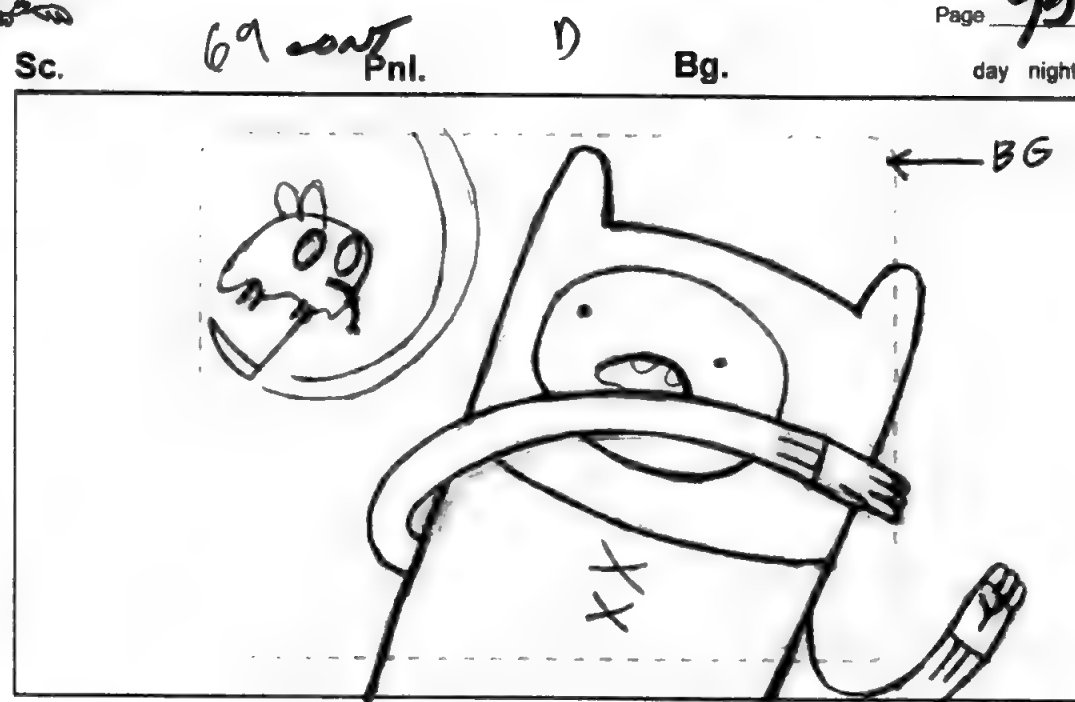
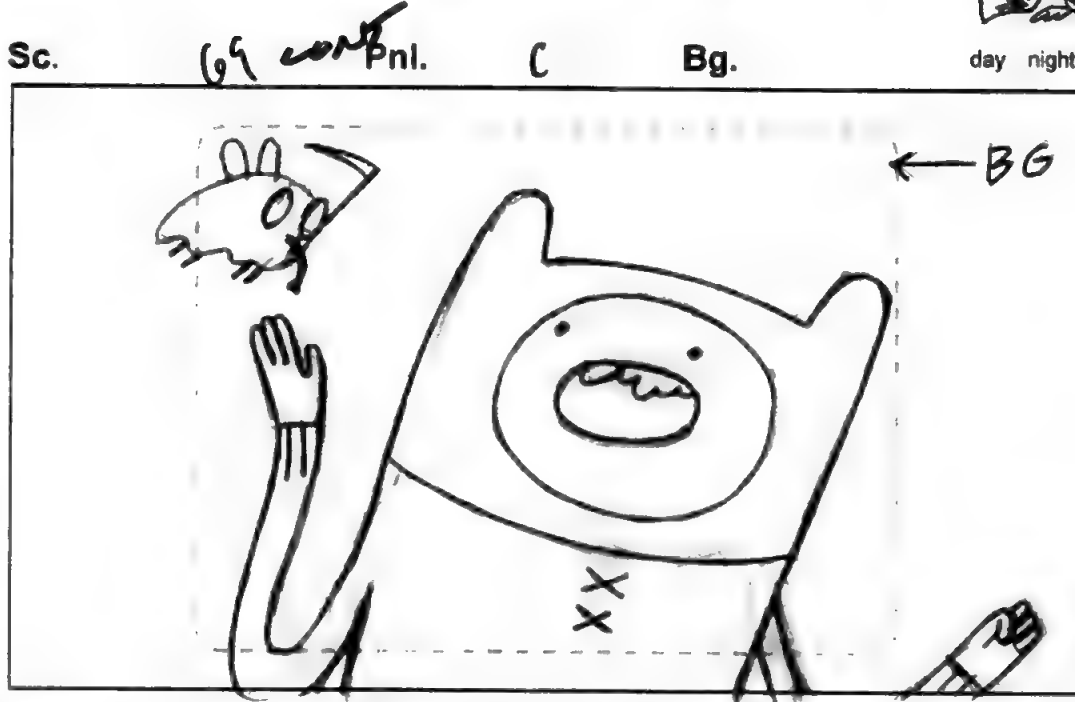
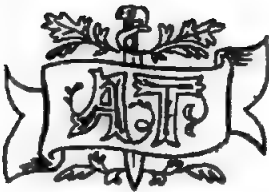
EPISODE # 1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Dialog: F: WHAT'S YOUR PROBLEM!

SFX: WHOOSH!

F: YUH!

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

Production :

1025/181

1025/181

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ADVENTURE TIME



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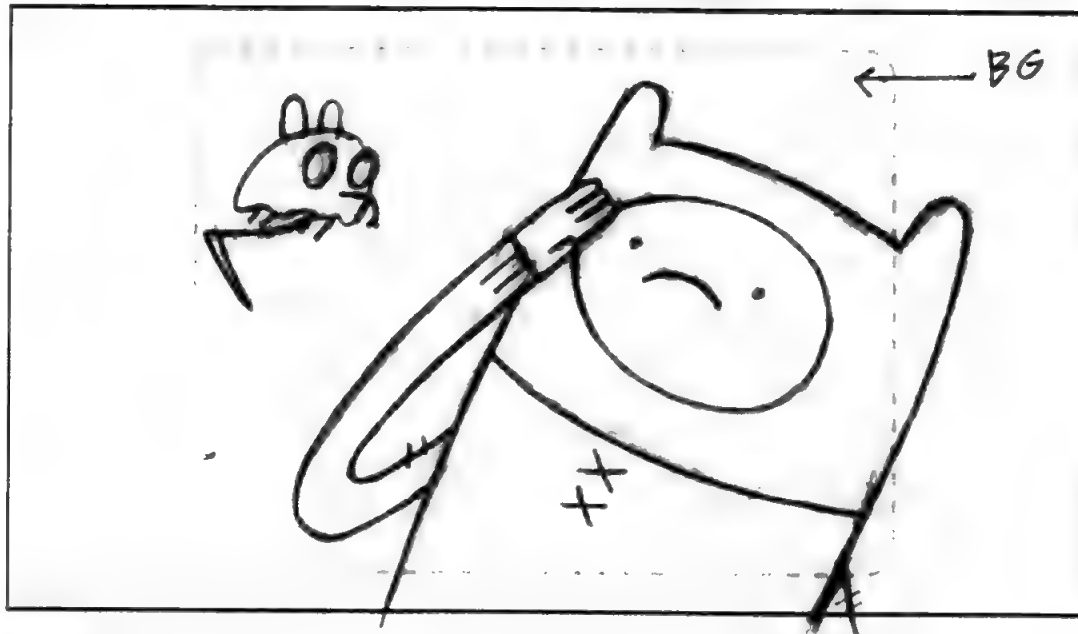
Sc.

69 cont Pnl.

E

Bg.

day night



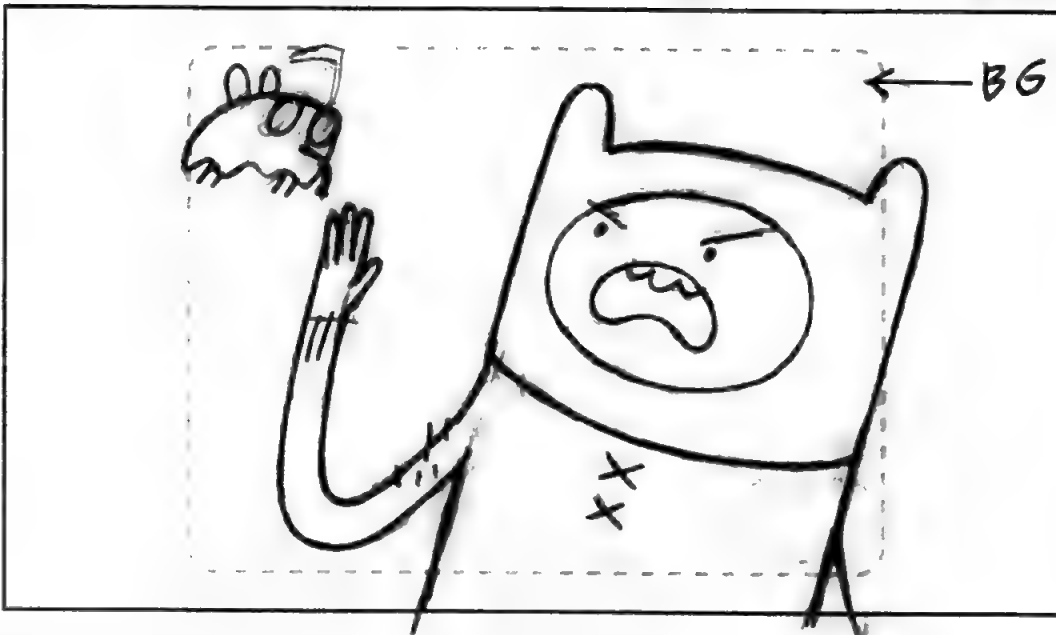
Sc.

69 cont Pnl.

F

Bg.

day night



Dialog:

F: C'MON, DUDE! TELL US YOUR UNFINISHED BUSINESS.

Action:

Timing:

APR 23 2014

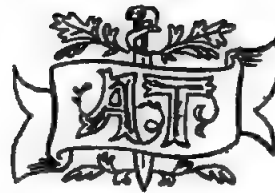
EPISODE # 1025-181

1025/181

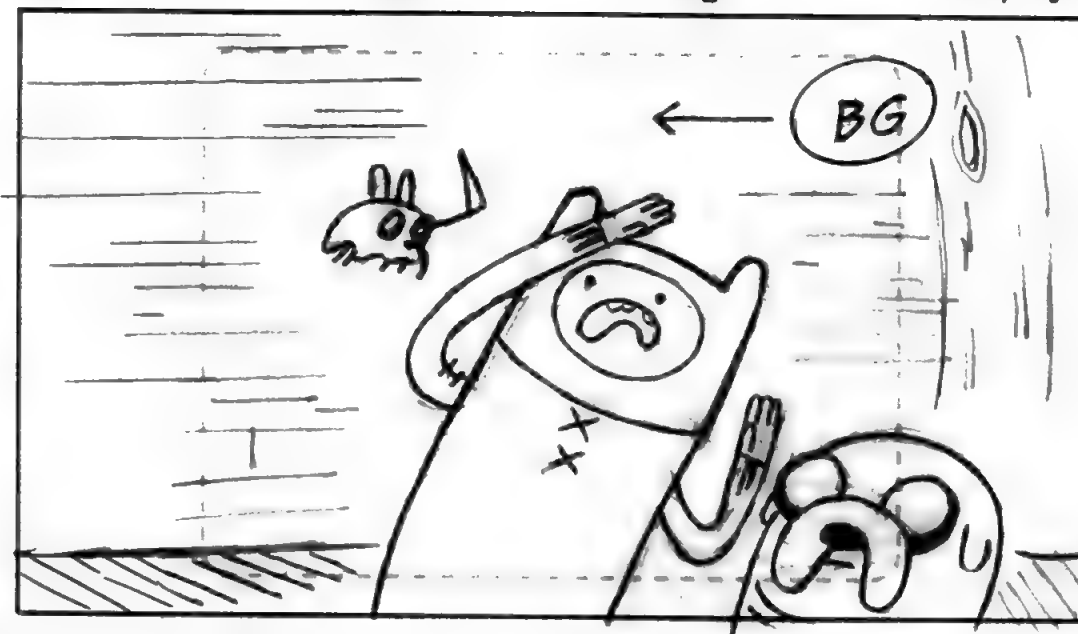
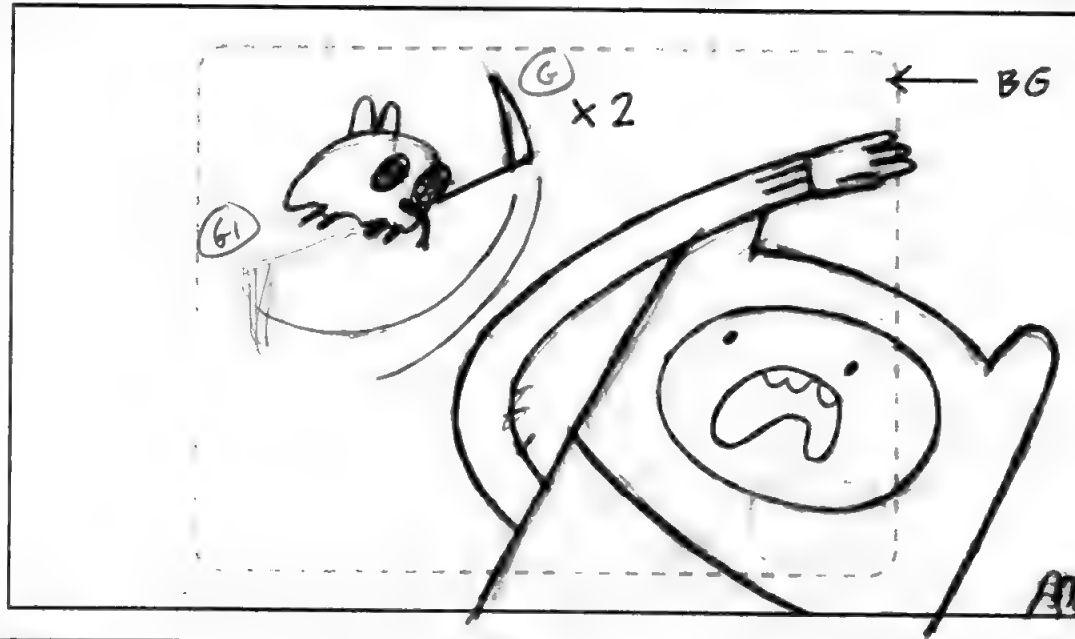
Production :

1025/181

ADVENTURE TIME



Sc. 69 cont Pnl. 6 Bg. day night Sc. 70 Pnl. A Bg. day night Page 97

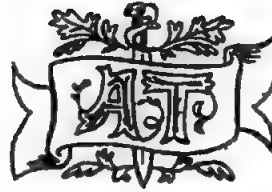


Dialog:	
F: AH!	SFX: * SWOOSH-SWOOSH! *
F: 'S NO GOOD -	
Action:	GHOST FLY SWIPES (x2)
Timing:	APR 23 2014

EPISODE # 1025-181
1025/181
Production :

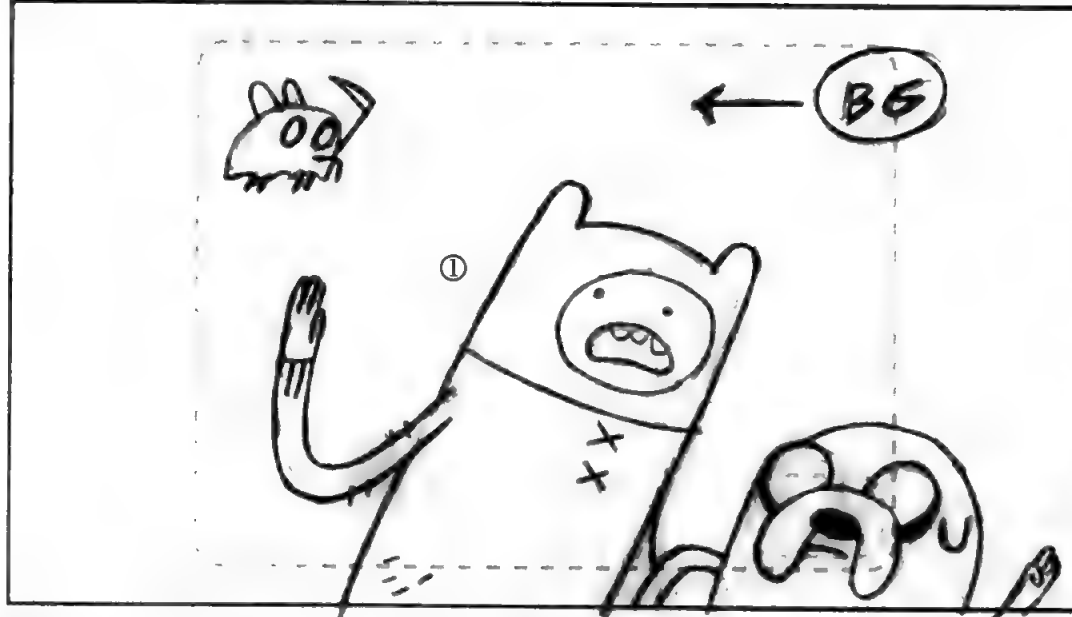
1025/181

ADVENTURE TIME

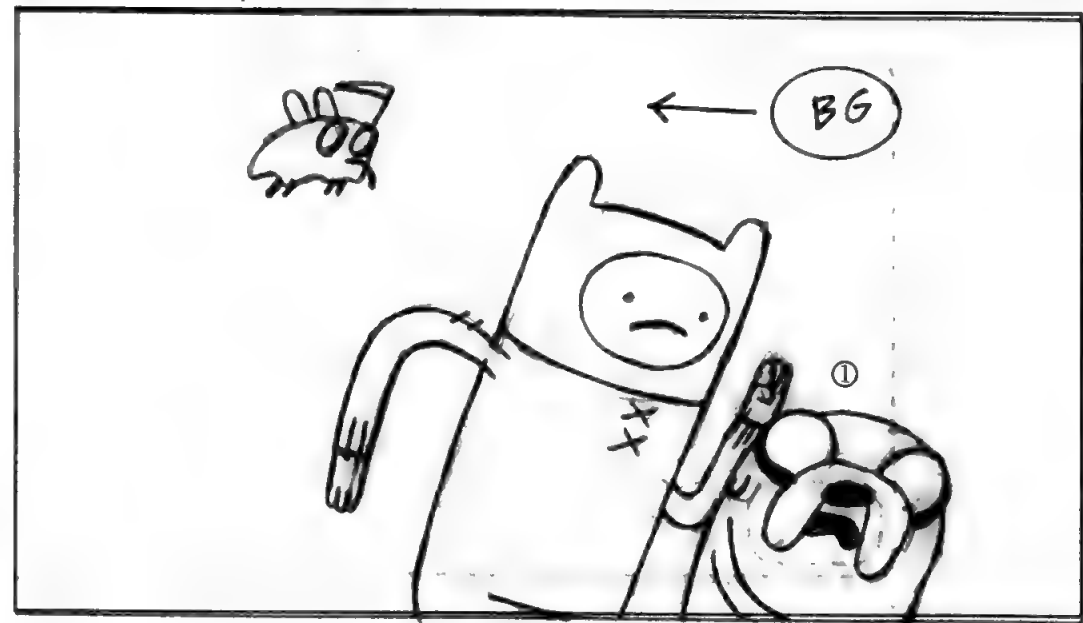


Page **98**

Sc. **70 CONT** Pnl. **B** Bg. day night



Sc. **70 CONT** Pnl. **C** Bg. day night



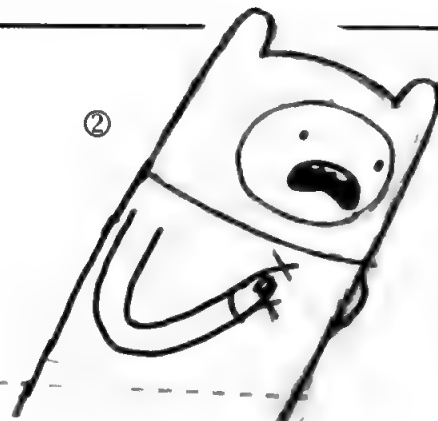
Dialog:

F/ He's a tortured little spirit. We need help to communicate with this ghost fly.

J: NAW, MAN, LET'S JUST GET SOMEONE TO BANISH IT.

Action:

Timing:



APR 23 2014

EPISODE #

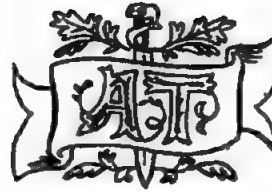
1025-181

1025/181

Production :

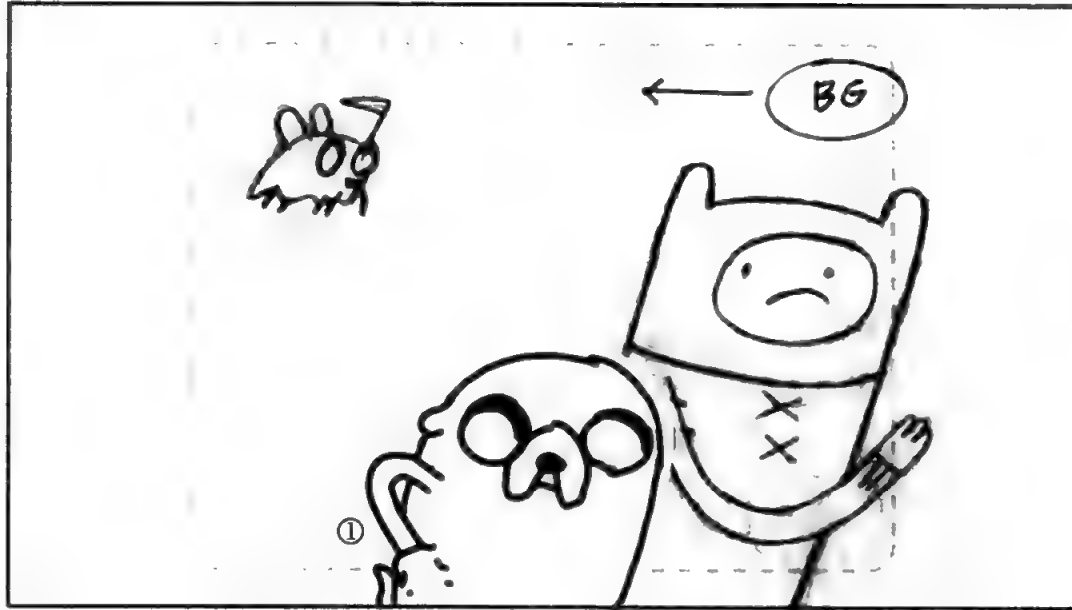
1025/181

ADVENTURE TIME

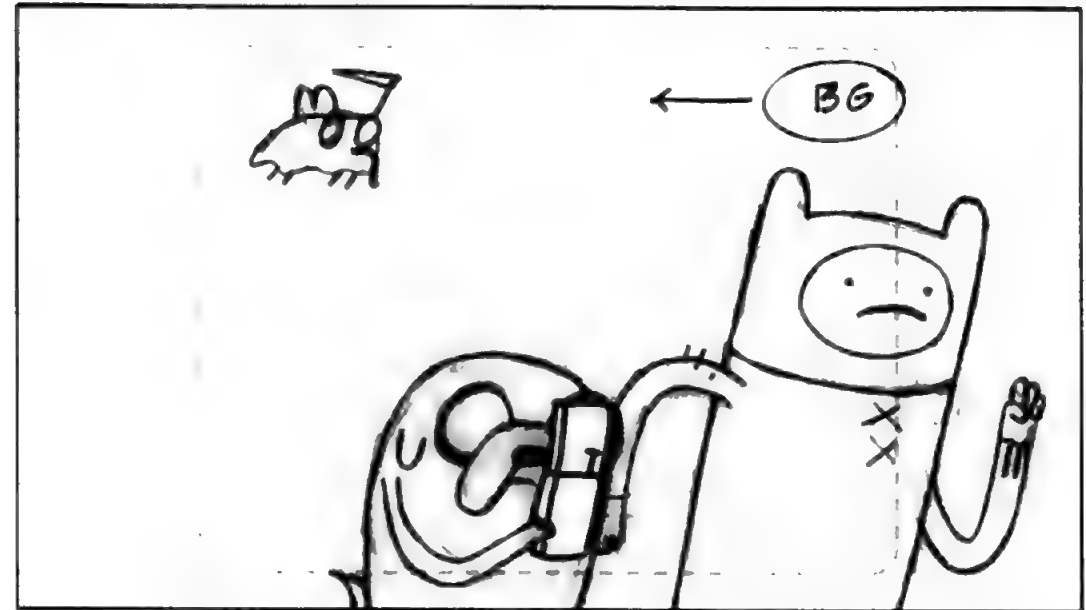


Page **99**

Sc. **70 CONT** Pnl. **1** Bg. day night



Sc. **70 CONT** Pnl. **E** Bg. day night



Dialog:

J/ Someone with some serious paranormal juice.

Action:

JAKE PULLS OUT PHONE WHILE RUNNING.

Timing:



APR 23 2014

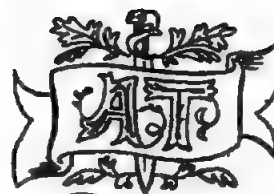
EPISODE # **1025-181**

1025/181

Production :

1025/181

ADVENTURE TIME



Page 100

Sc. 71 Pnl. A Bg. day night



Sc. 71 CONT Pnl. B Bg. day night



Dialog:	<u>SFX</u> : COFFEE BAR MUSIC (BRAZILIAN OR CUBAN)	<u>SFX</u> : BRRRRR! (CELL PHONE VIBRATING)
Action:	PEPPERMINT BUTLER IS SITTING AT A TABLE.	PHONE RINGS.
Timing:		

APR 23 2014

Production :

EPISODE #

1025-181

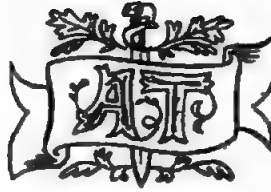
1025/181

1025/181

1025/181

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ADVENTURE TIME

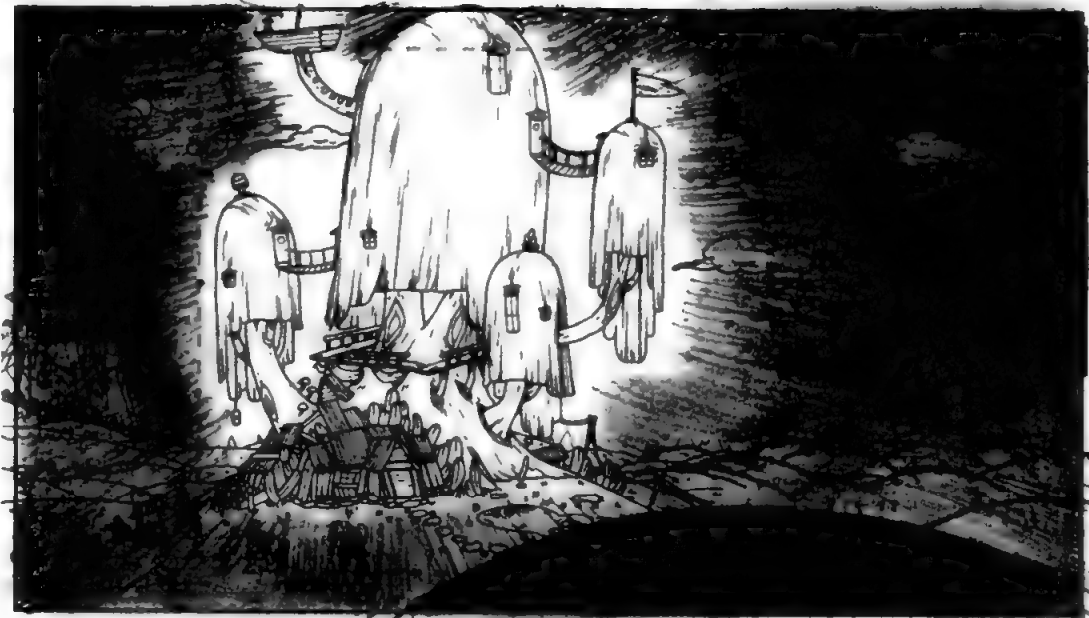


Page 101

Sc. 71 CONT Pnl. C Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

Sfx: * SHKK *

Sfx: MOODY MUSIC

Action: - P.B. GRABS PHONE.

- WIPE TO NEXT SCENE.

- WIPE FROM PREVIOUS SCENE

Timing:

APR 23 2014

Production :

EPISODE #

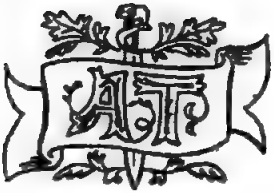
1025-181

1025/181

1025/181

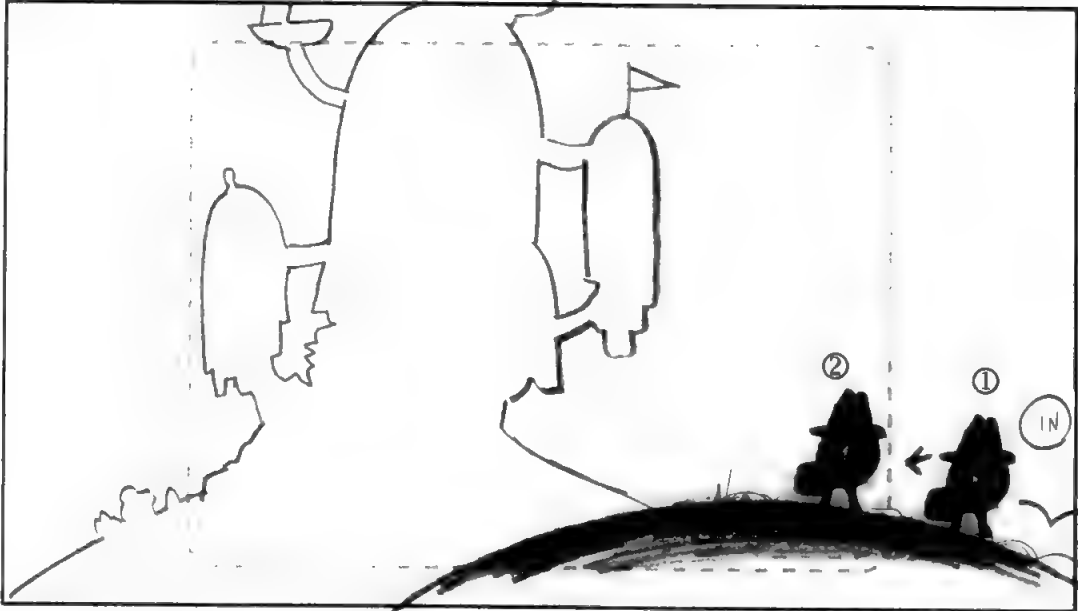
1025/181

ADVENTURE TIME

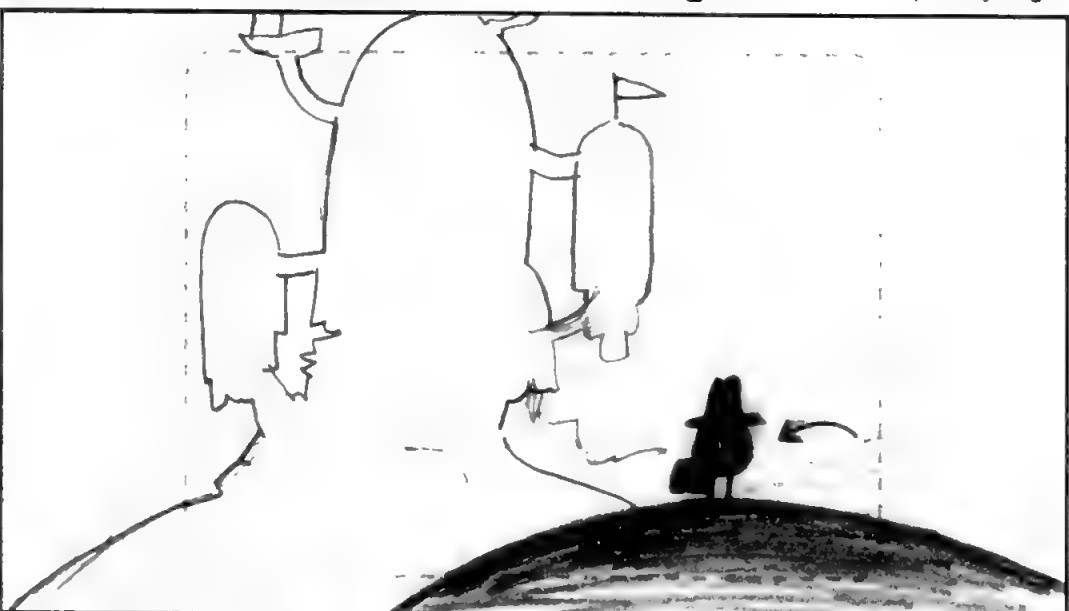


Page 102

Sc. 72 cont Pnl. B Bg. day night



Sc. 72 cont Pnl. C Bg. day night



Dialog:

Action:

- P.B. ENTERS SCENE.

(MAYBE HOLD P.B.)

APR 23 2014

Timing:

EPISODE # 1025-181

1025/181

Production :

1025/181

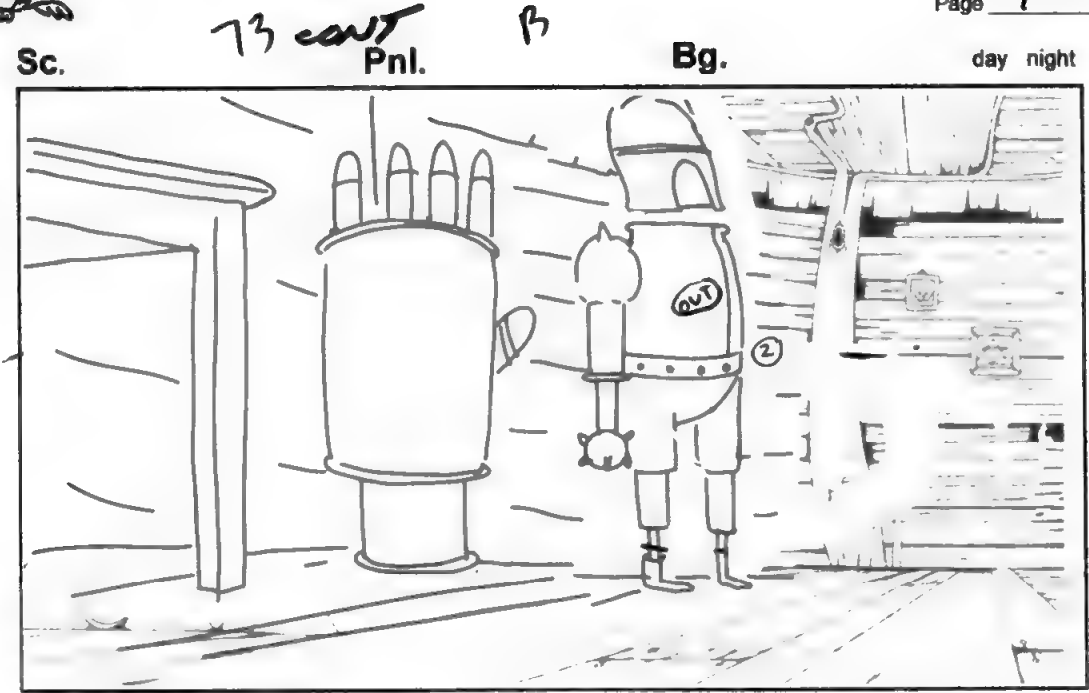
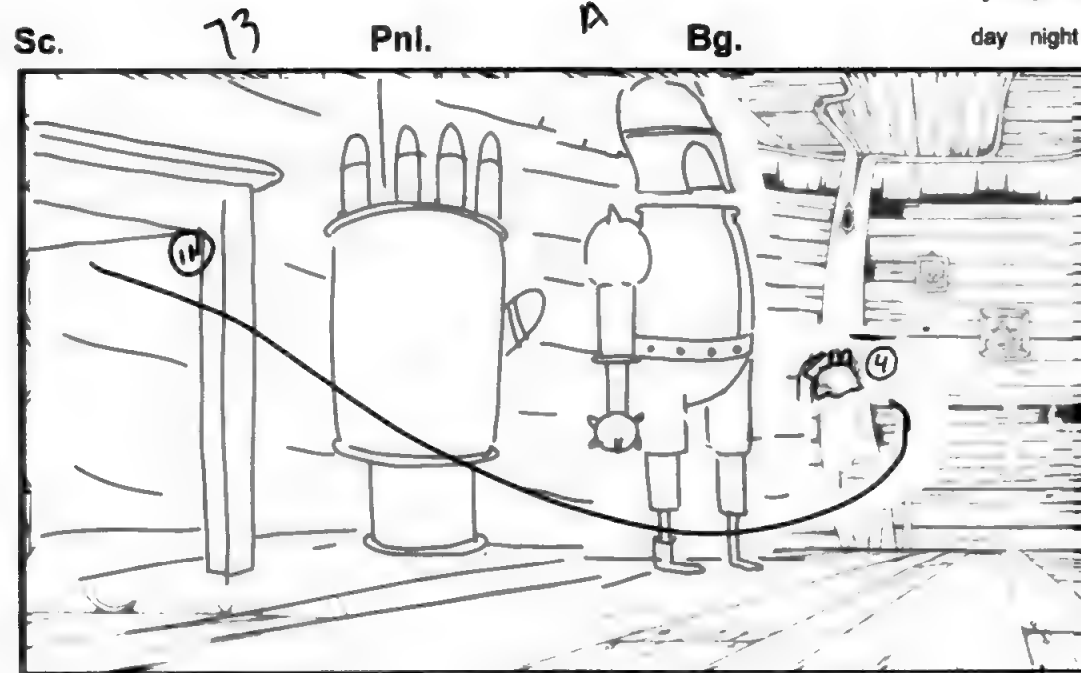
1025/181

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ADVENTURE TIME



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Dialog:

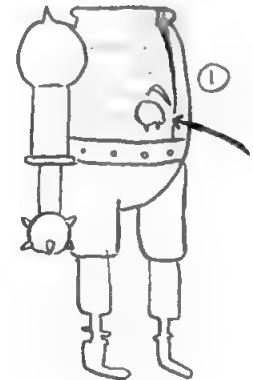
BMO(o.s.)/ Is he coming soon?

J: ^(o/s) I THINK SO. HIS WAYS ARE
KIND OF MYSTERIOUS.

- GF FLOATS ON/S.

F: ^(o/s) THAT'S COOL.

- GF phases through armor



APR 23 2014

EPISODE # 1025-181

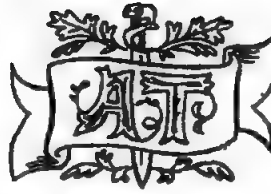
1025/181

1025/181

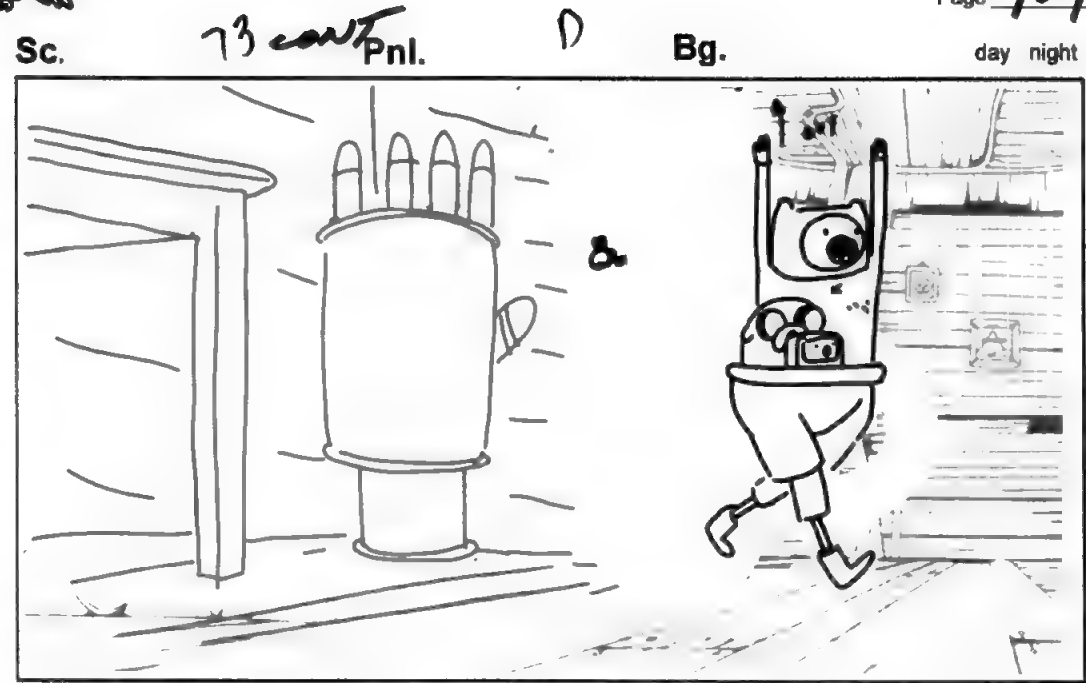
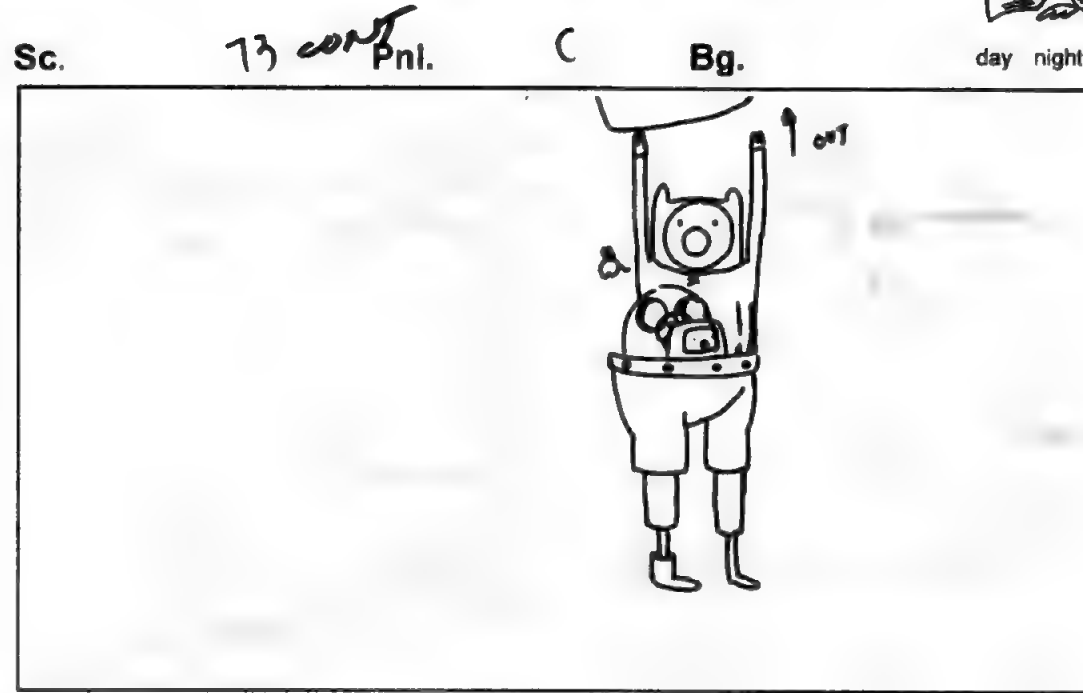
1025/181

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ADVENTURE TIME



Page **104**
day night



Dialog:

^(O/S)
F: AAGH!

GF: WOO!

Action:

APR 23 2014

Timing:

EPISODE #

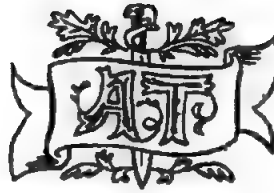
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



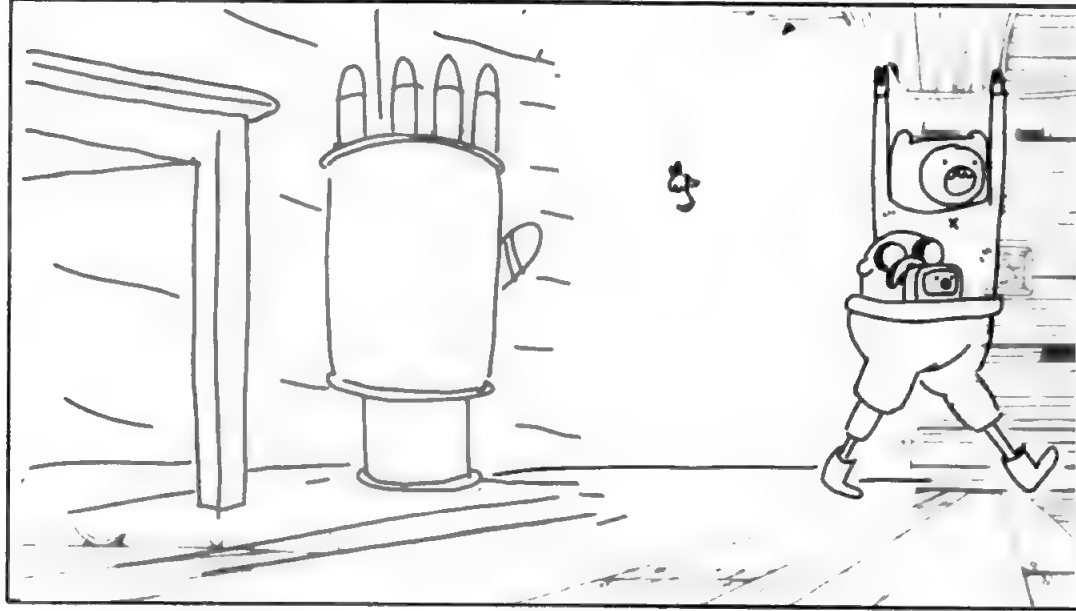
Sc.

73 CONT Pnl.

E

Bg.

day night



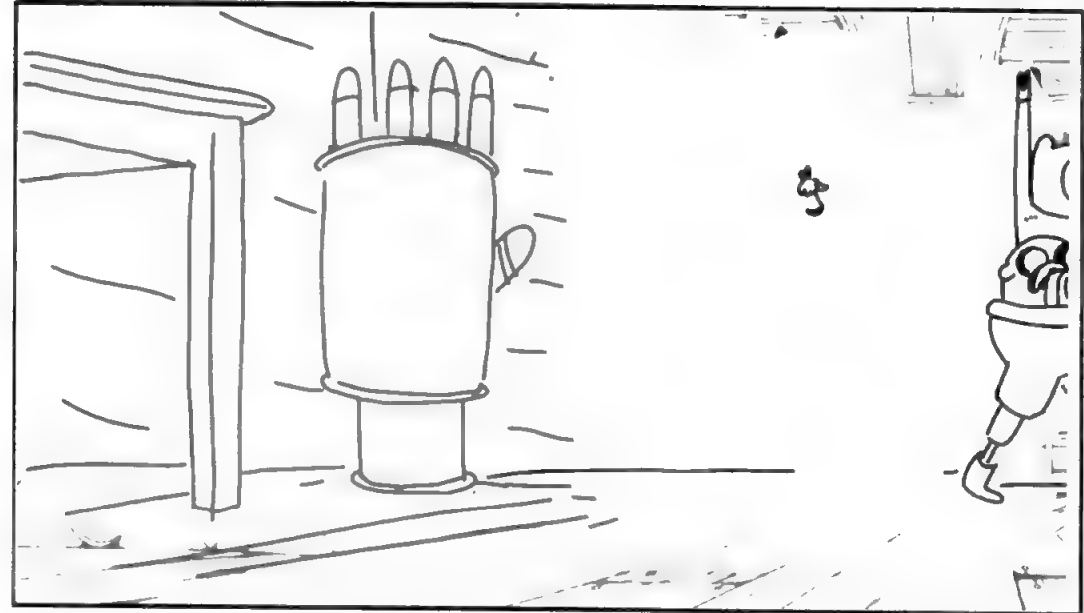
Sc.

73 CONT Pnl.

F

Bg.

day night



Dialog:

Action:

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

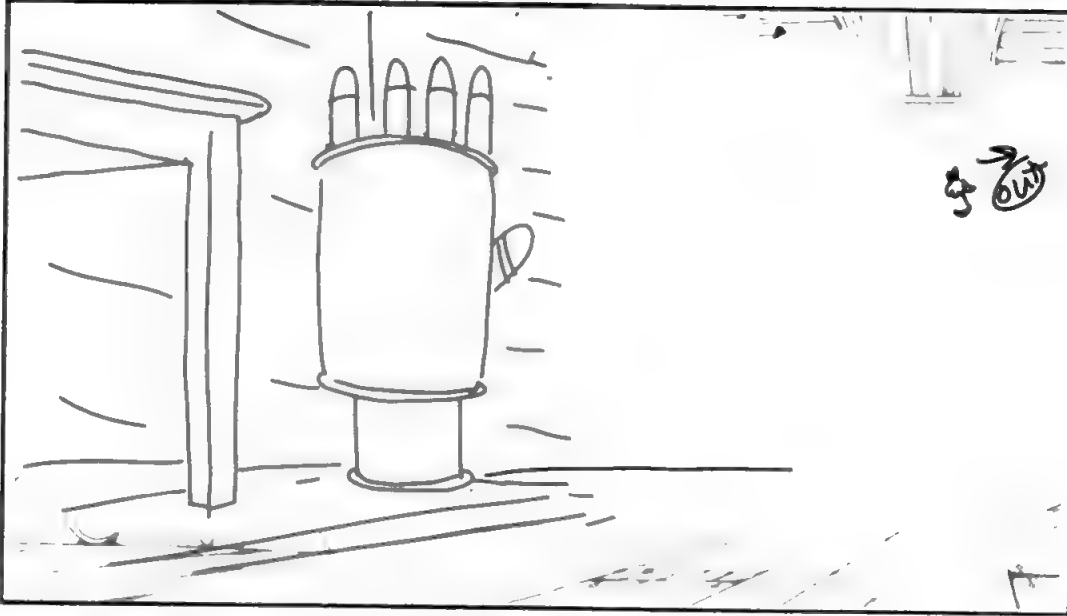
1025/181

1025/181

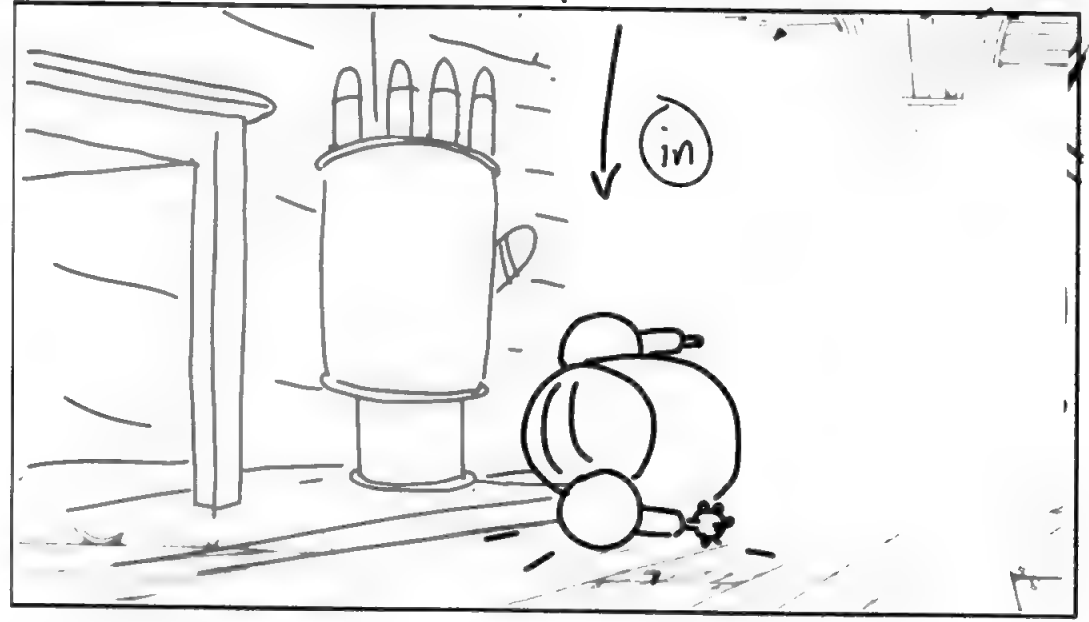
ADVENTURE TIME



Sc. *73 CONT* Pnl. 6 Bg. day night



Sc. *73 CONT* Pnl. H Bg. day night



Dialog:
Action:
Timing:

APR 23 2014

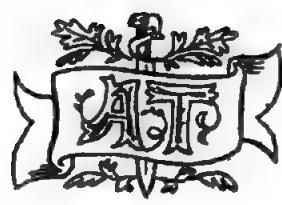
EPISODE # 1025-181
Production :
1025/181

1025/181

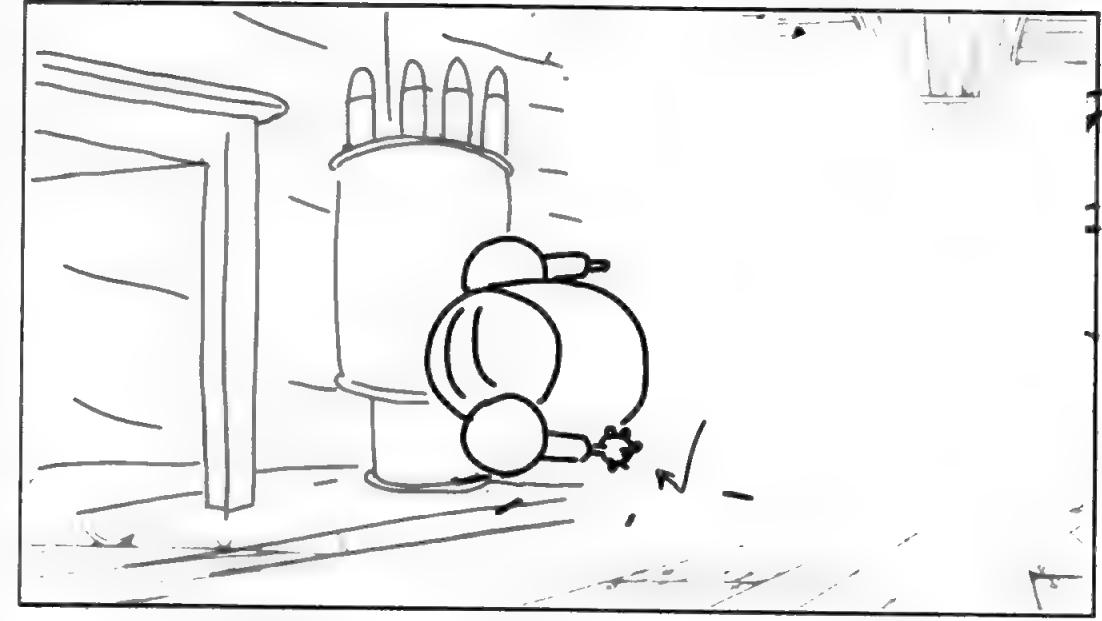
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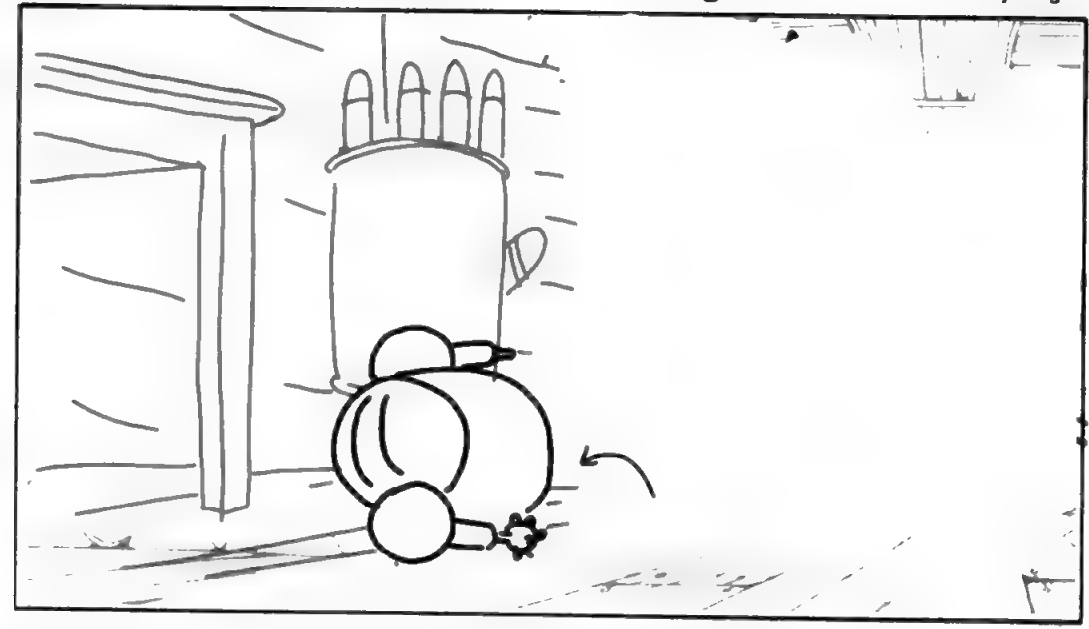
ADVENTURE TIME



Sc. 73 ^{CONT} Pnl. I Bg. day night



Sc. 73 ^{CONT} Pnl. J Bg. day night



Page 107
NO PGS 108-110
day night

Dialog:	
Action:	- J. CLIMBS OUT.
Timing:	

APR 23 2014

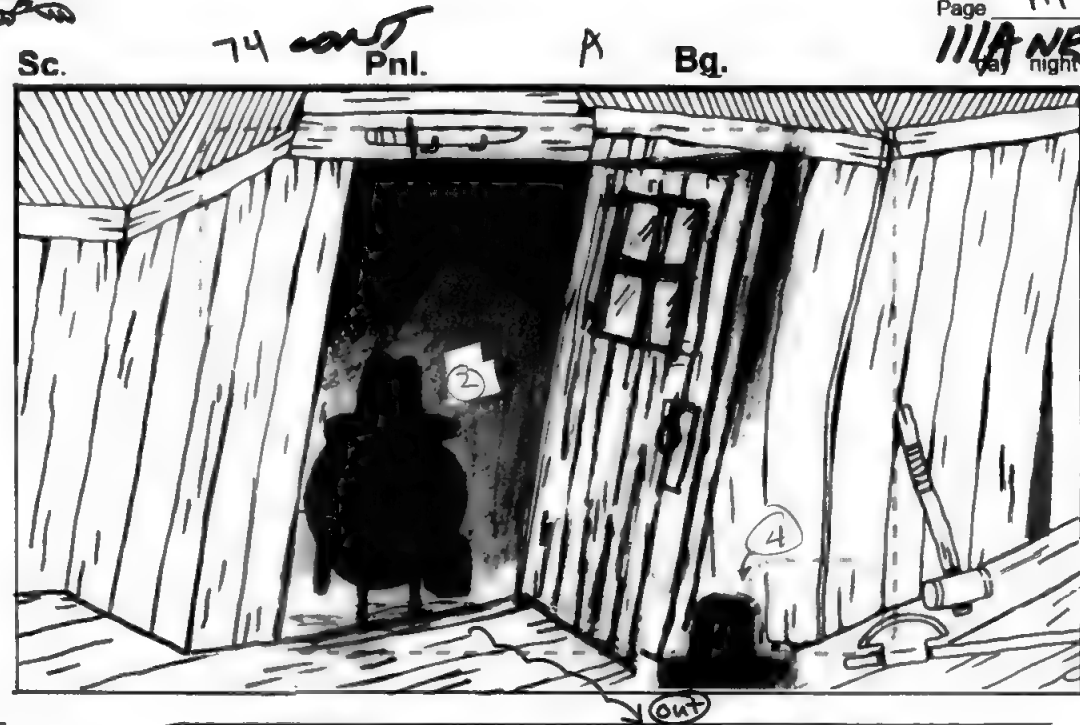
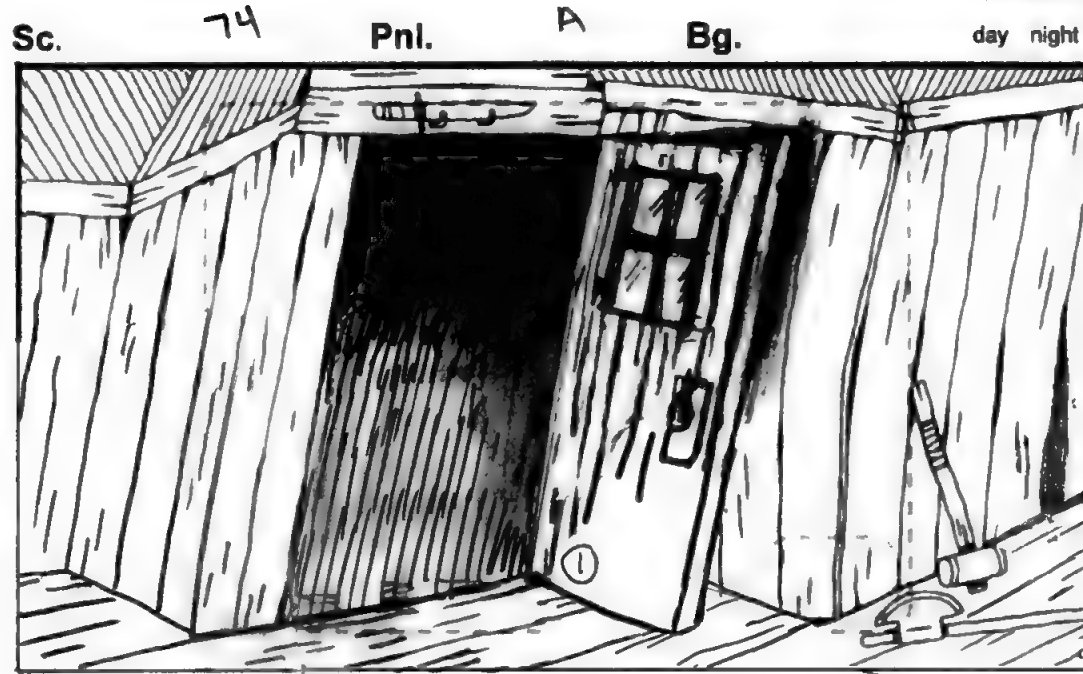
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Production : 1025/181

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1025/181

ADVENTURE TIME



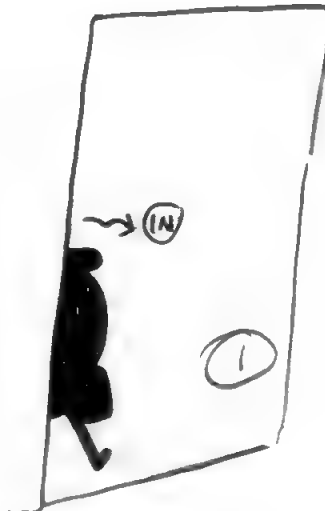
SFX: MOODY MUSIC Finn/ Dahh.

Jake/ Ahhh!

BMO/ Wahhh!

Action: PEP BUT WALKS IN.
- (DOOR IS ALREADY OPEN.)

Timing:



- HOLD F/J/BMO HIDING.
GHOST FLY HOVERS.



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1025/181

Productio

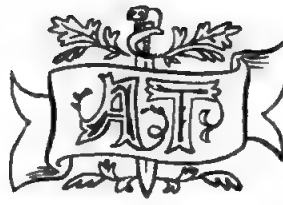
1025/181

1025/181

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ADVENTURE TIME



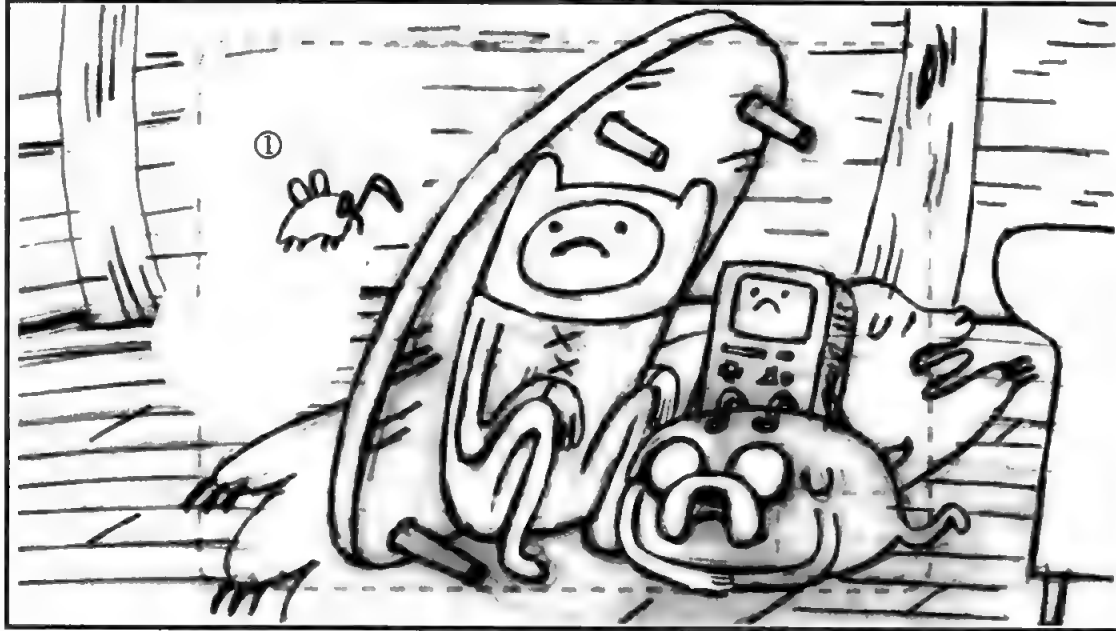
Page 111A
112 NEXT
day night

Sc. 75

Pnl. A

Bg.

day night

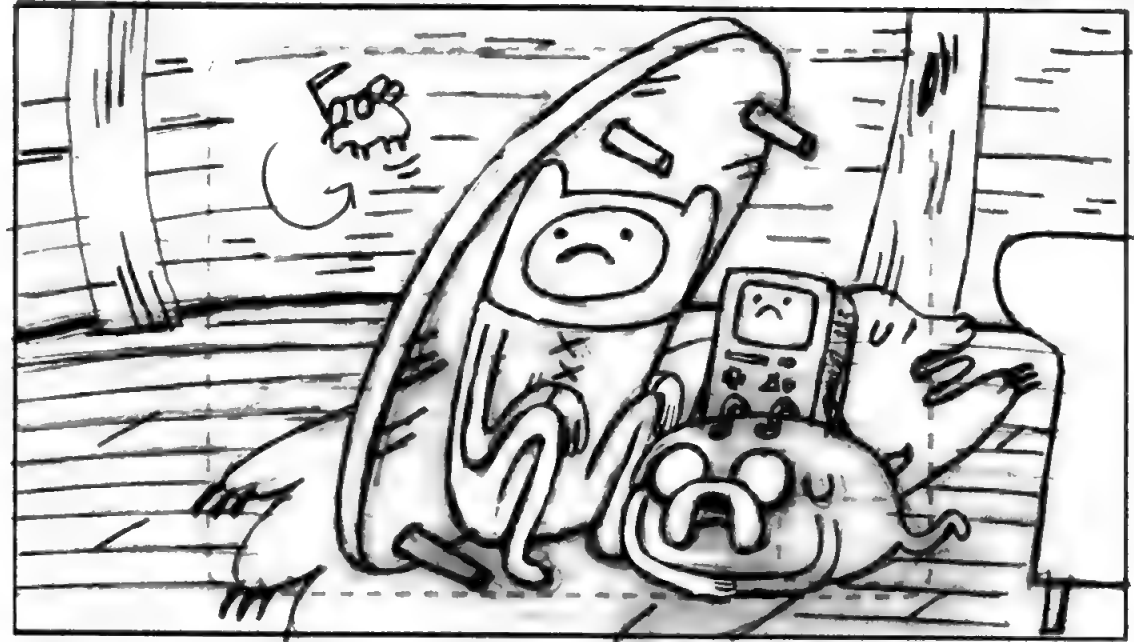


Sc.

75 cont

Pnl. B

Bg.



Dialog:

Action:

Timing:



- HOLD F/J/BMO HIDING.
- GHOST FLY HOVERS.

APR 23 201

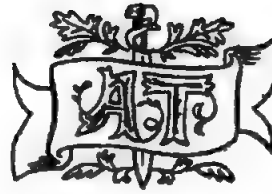
EPISODE # 1025-181

1025/181

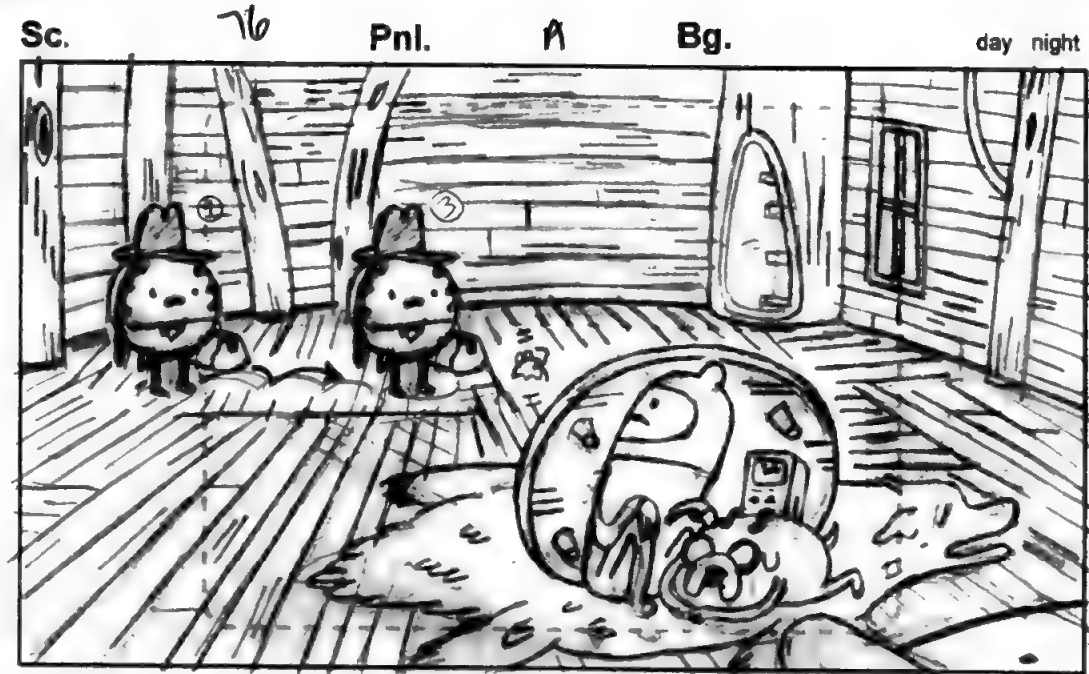
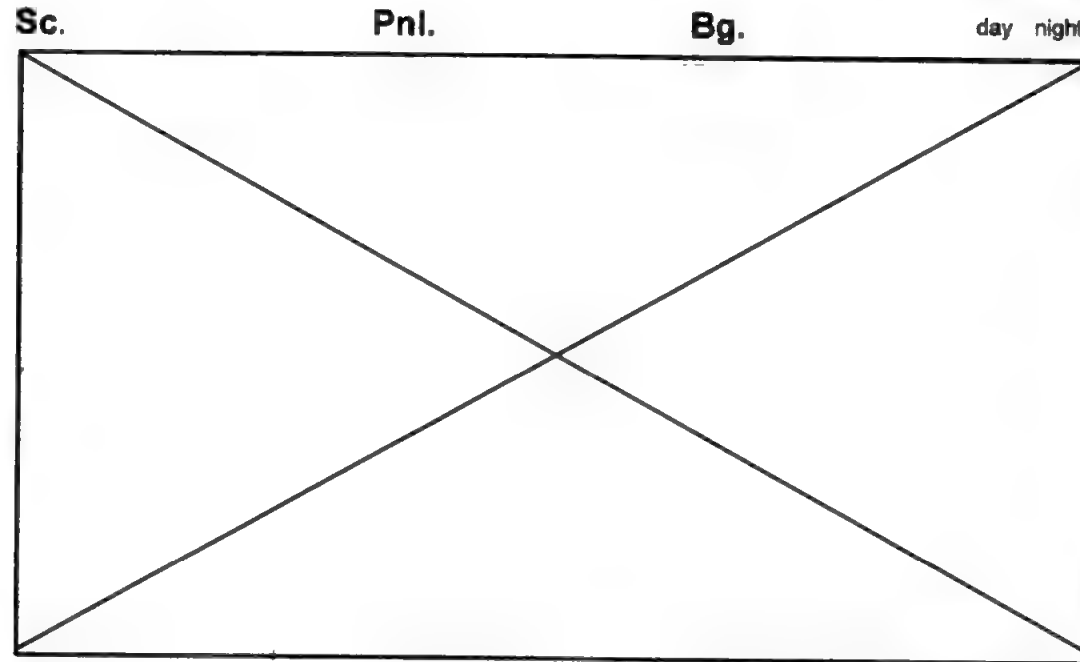
Production:

1025/181

ADVENTURE TIME



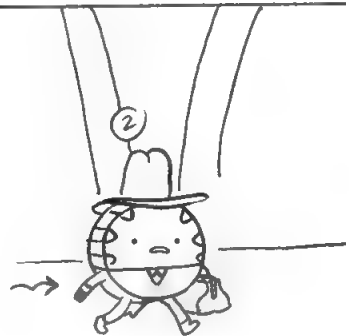
Page 112



EPISODE # 1025-181

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Dialog:	P.B./ Let's get this ritual rolling.
Action:	GHOST FLY FLIES AROUND. P.B. WALKS IN AND STOPS.
Timing:	APR 23 2014



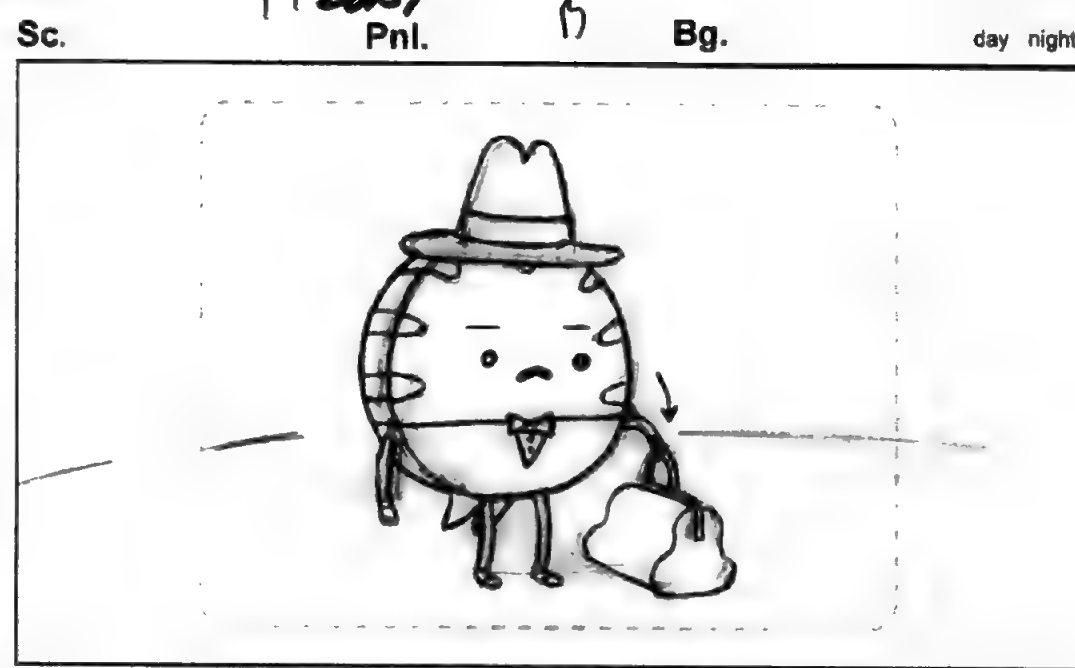
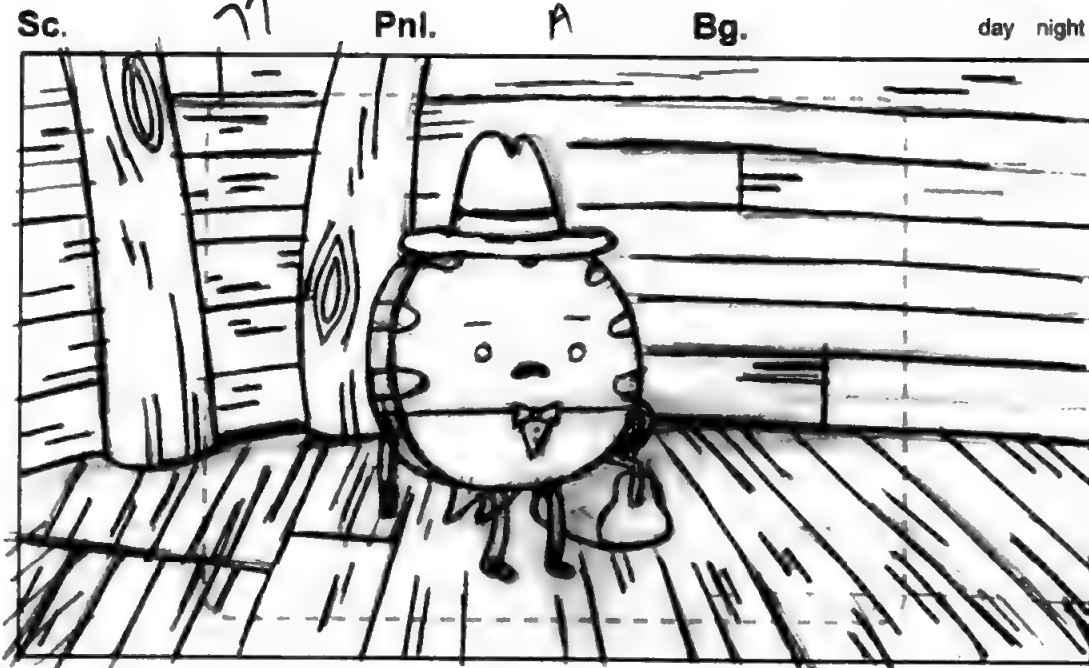
Pro

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ADVENTURE TIME



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Dialog:

P.B. I ...

P.B./ ...got stuff to do.

Action:

- PB PUTS DOWN BAG.

Timing:

APR 23 2014

Production :

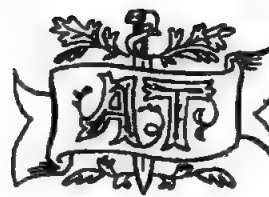
EPISODE #

1025-181

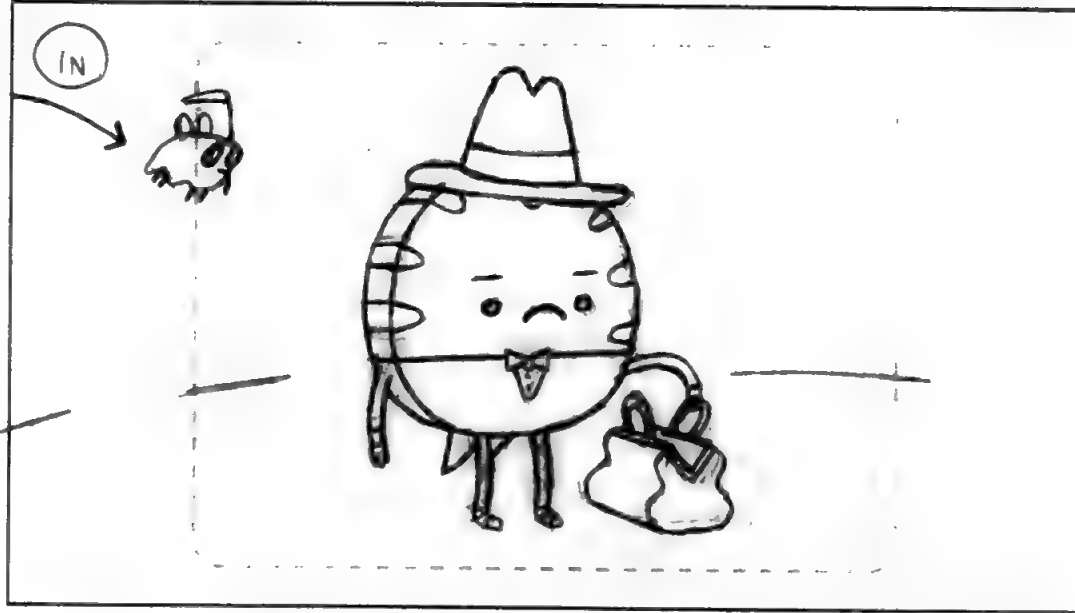
1025/181

1025/181

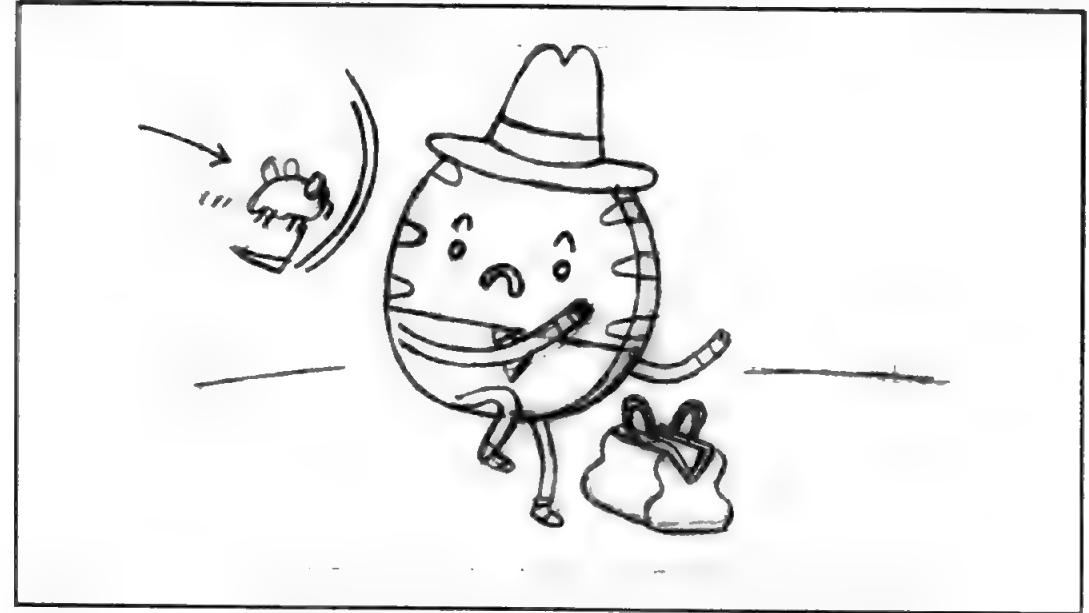
ADVENTURE TIME



Sc. 77 cont Pnl. C Bg. day night



Sc. 77 cont Pnl. D Bg. day night



<p>Dialog:</p> <p><u>G.F.:</u> WOOOO —</p> <p><u>SFX:</u> * SWOOSH *</p>	
<p>Action:</p> <ul style="list-style-type: none"> - P.B. OPENS CARPET BAG. - GHOST FLY, FLIES IN. 	<ul style="list-style-type: none"> - GHOST FLY TAKES A SWIPE. - P-BUT DODGES. <p>APR 23 2014</p>
<p>Timing:</p>	

EPISODE # 1025-181

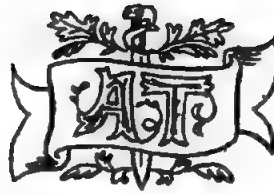
Production :

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1025/181

1025/181

ADVENTURE TIME



Sc.

77 ~~cont~~ Pnl.

6

Bg.

day night

Sc.

77 ~~cont~~ Pnl.

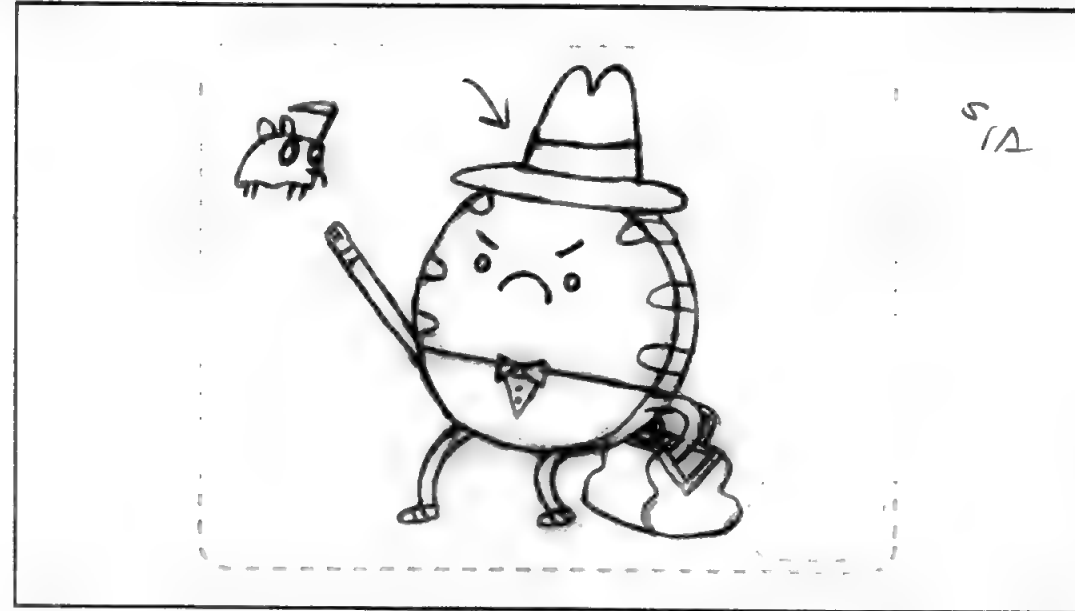
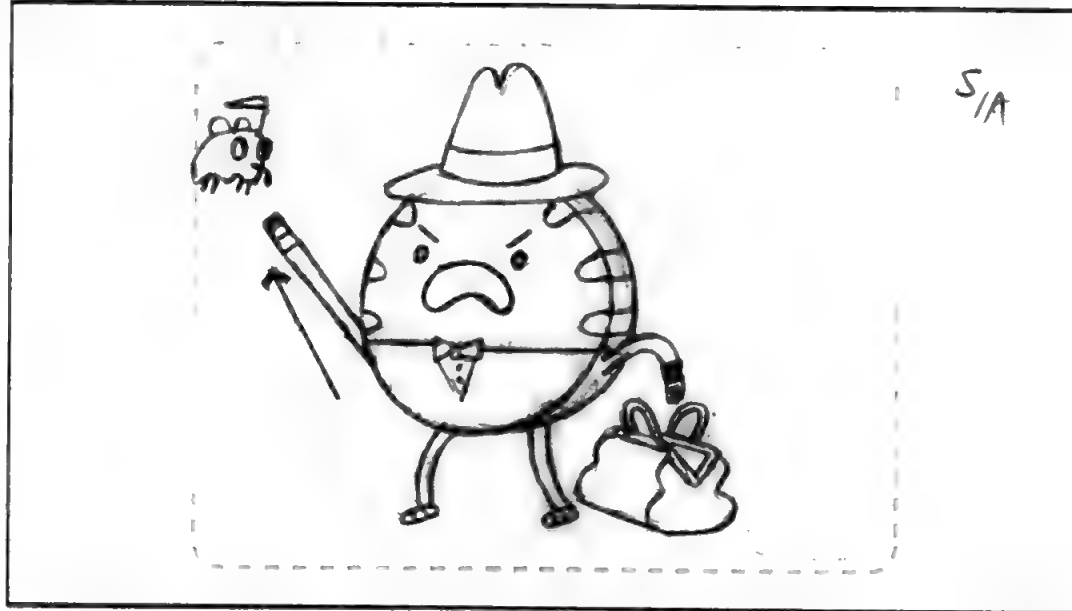
f

Bg.

Page

115

day night



Dialog:

P.B. HEY!
No!

Action:

- PEP-BUT POINTS THREATENINGLY.

- P.B. REACHES INTO BAG,
STILL STARRING DOWN G.F.

APR 23 2014

Timing:

EPISODE #

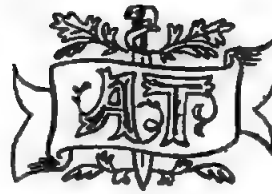
1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



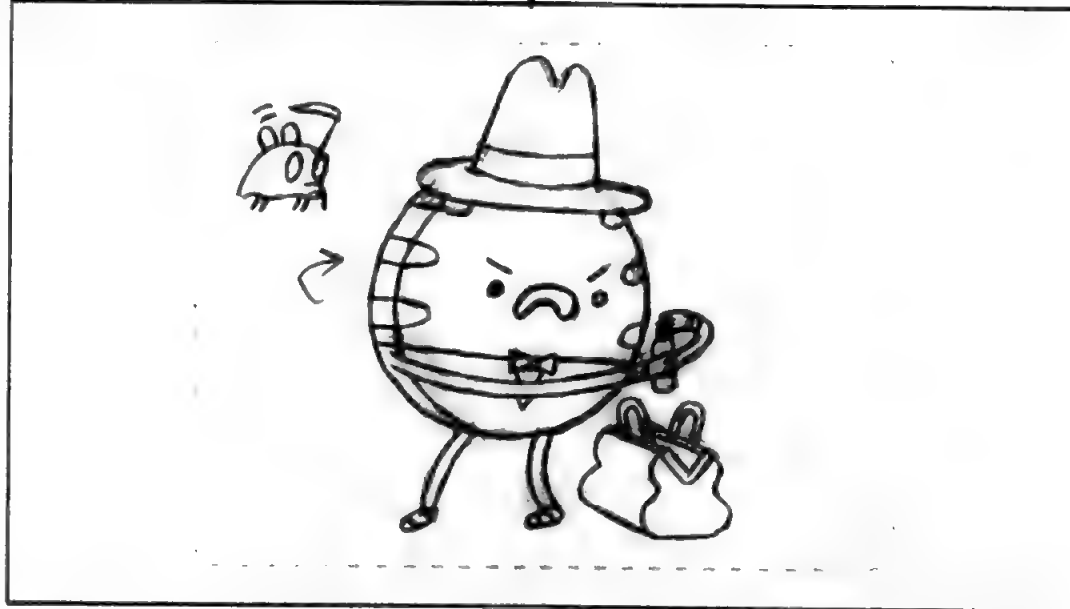
Page 116
day night

Sc.

77 cont Pnl. 6

Bg.

day night

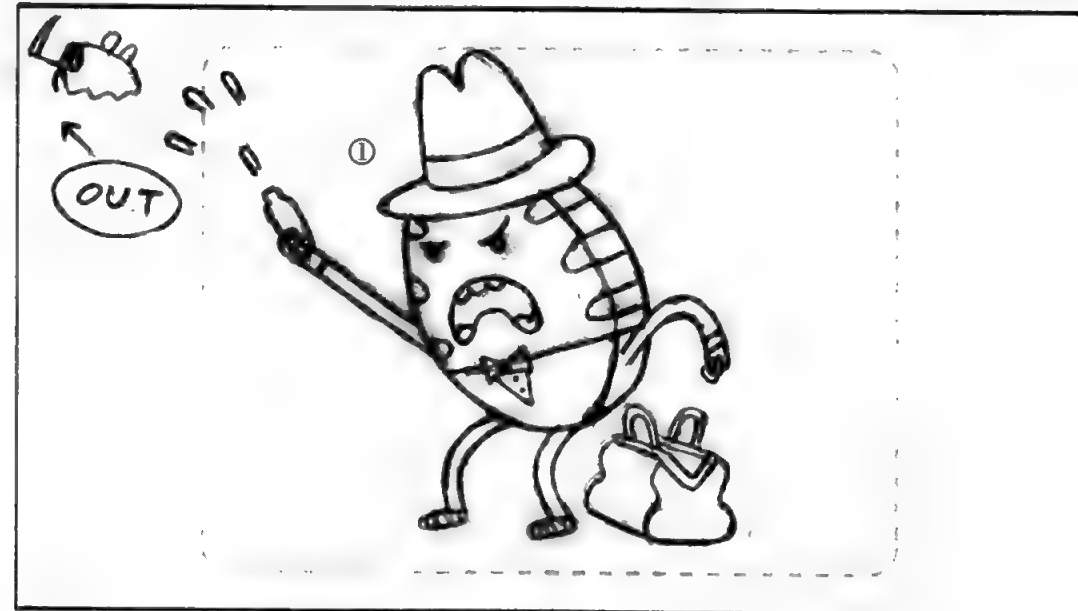


Sc.

77 cont Pnl. H

Bg.

day night



Dialog:

P.B. UNCLEAN DEMON! FEEL
THE STING OF ...

Action:

(UNSCREWING LID)

P.B. : ... HOLY WATER!

- PEP-BUT SPLASHES WATER AT G.F.
- G.F. FLIES OFF/S,

Timing:

APR 23 2014



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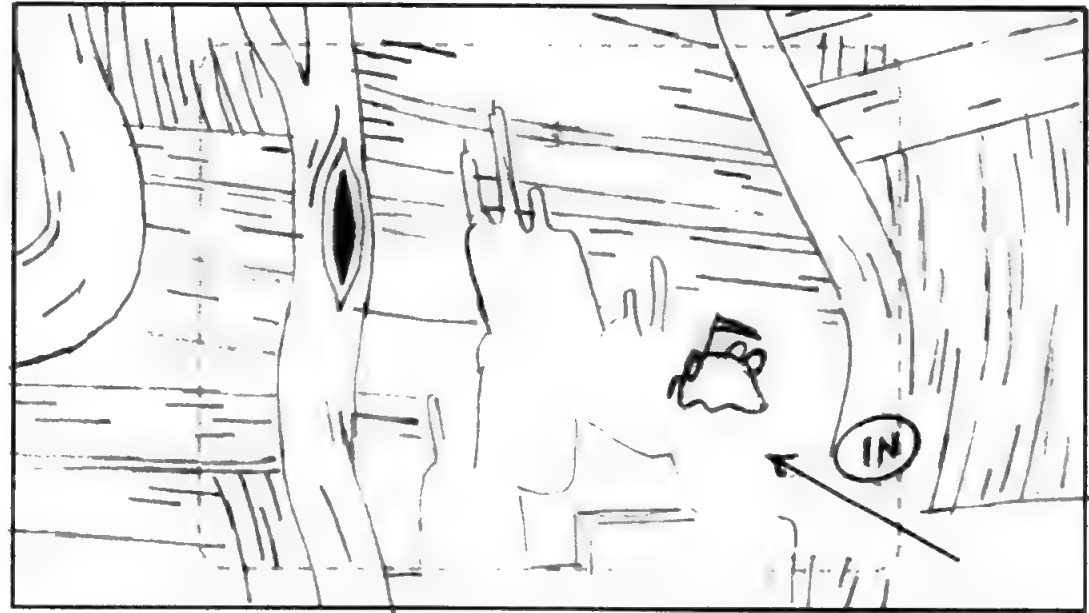
1025/181

ADVENTURE TIME

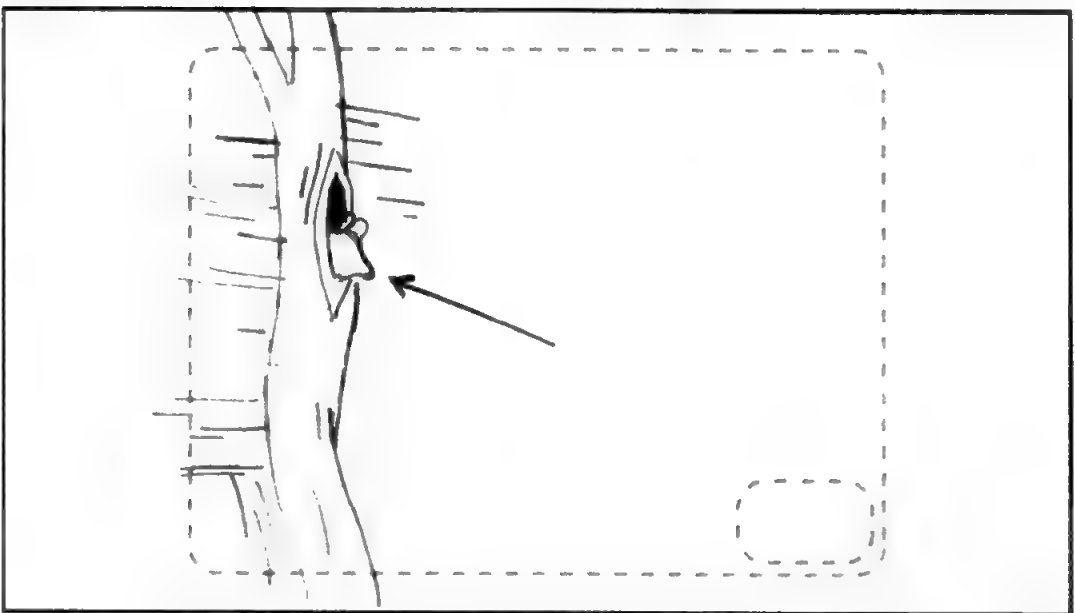


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Sc. 74 Pnl. A Bg. day night



Sc. 74 cont Pnl. B Bg. day night



Dialog:	
Action: GHOST FLY, FLIES IN.	GHOST FLY, FLIES INTO KNOT HOLE.
Timing:	

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Production :

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1025/181

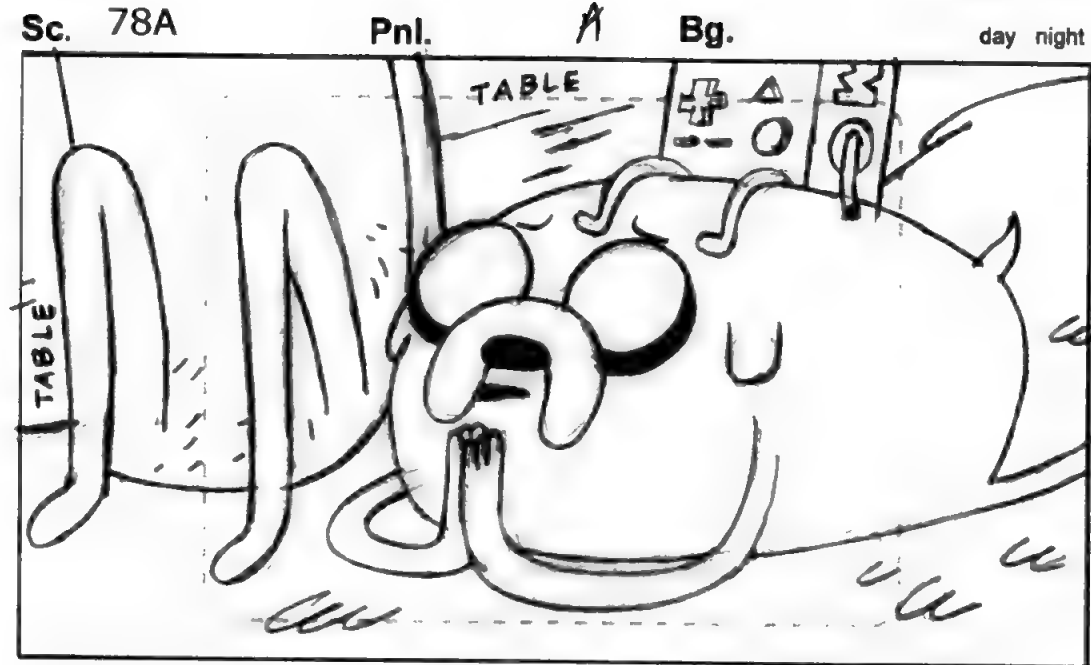
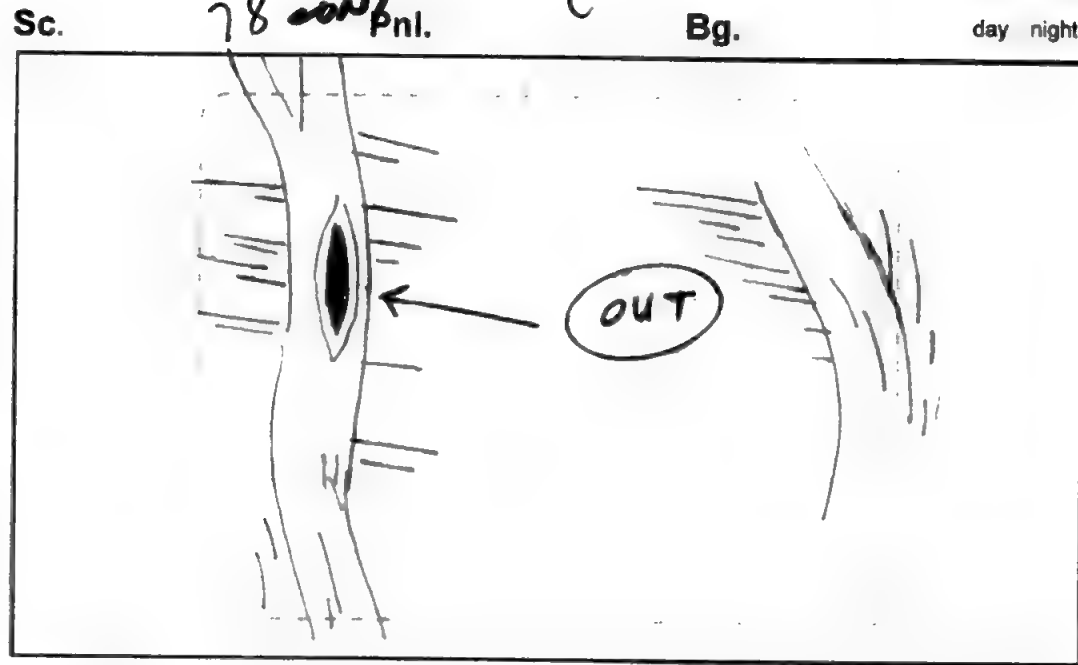
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ADVENTURE TIME



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Dialog:

SFX: *THOMP*

(WHISPER)
J: THANKYOU.

Action:

- G.F. DISAPPEARS

Timing:

APR 23 2014 WIPE

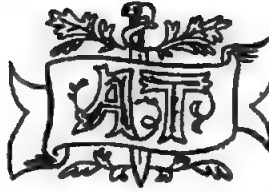
EPISODE # 1025-181

Production :

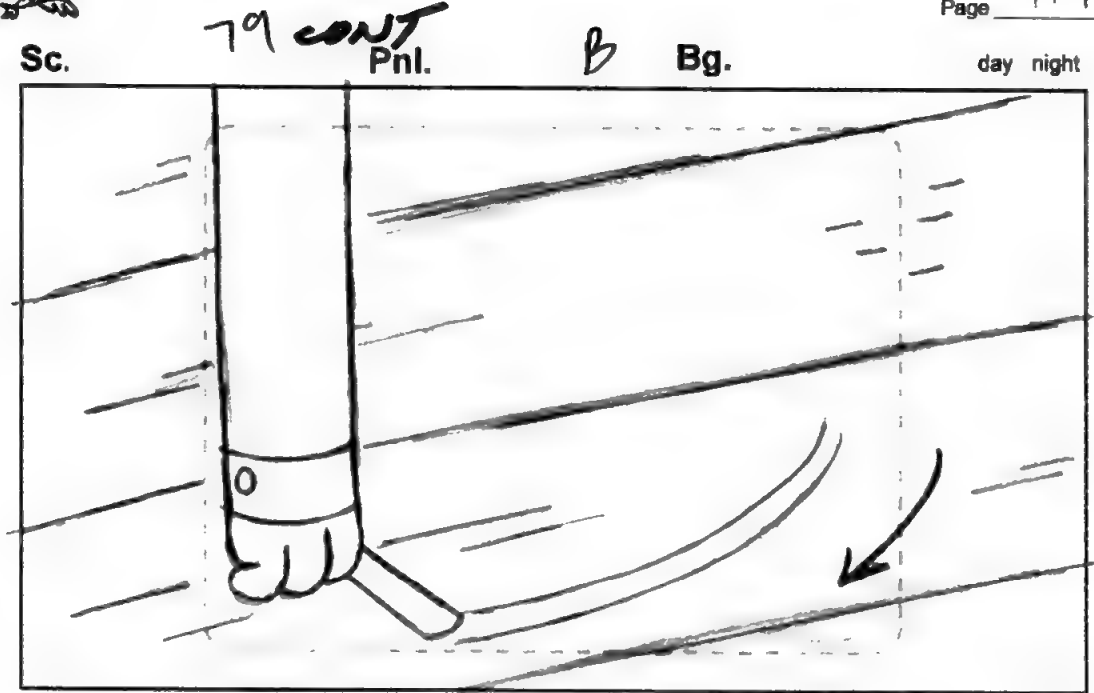
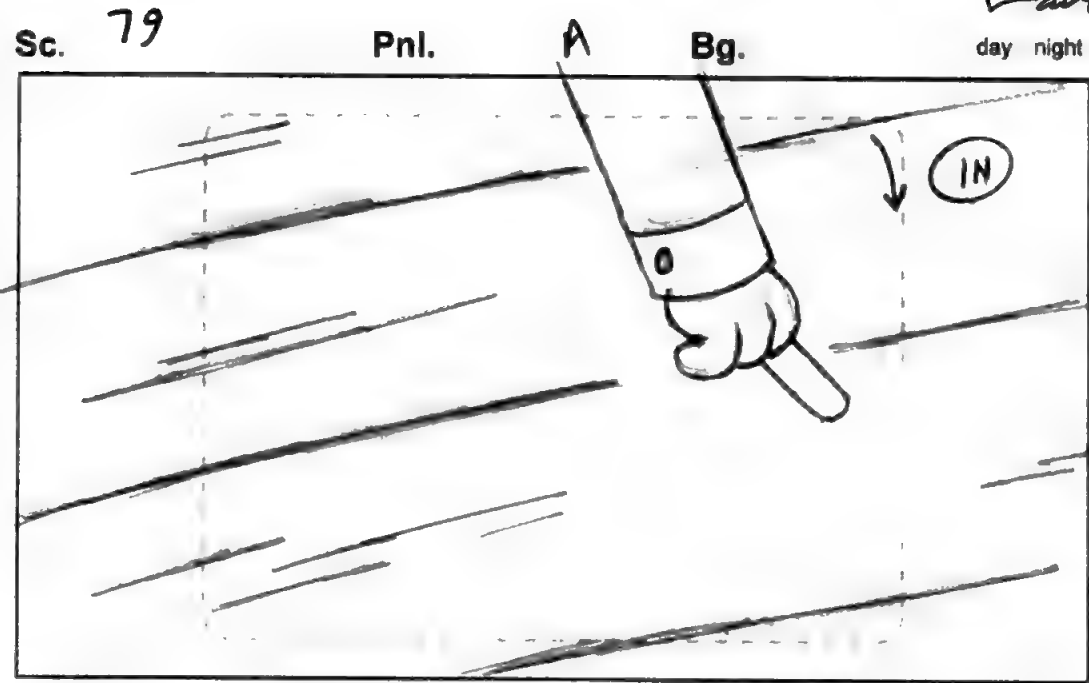
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1025/181

ADVENTURE TIME



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Dialog:

SFX: *SHKK*

Action: C.U. OF PEP-BUT DRAWING CIRCLE.

APR 23 2014

Timing:

1025-181

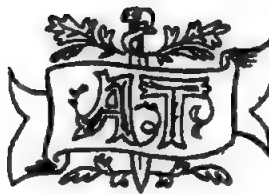
EPISODE #

1025/181

Production :

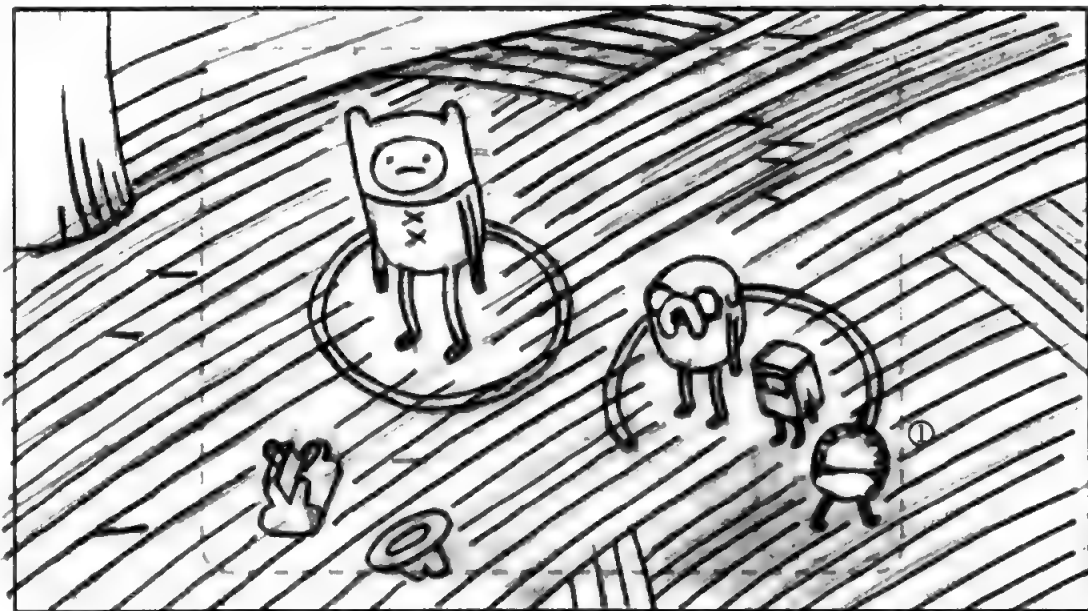
1025/181

ADVENTURE TIME

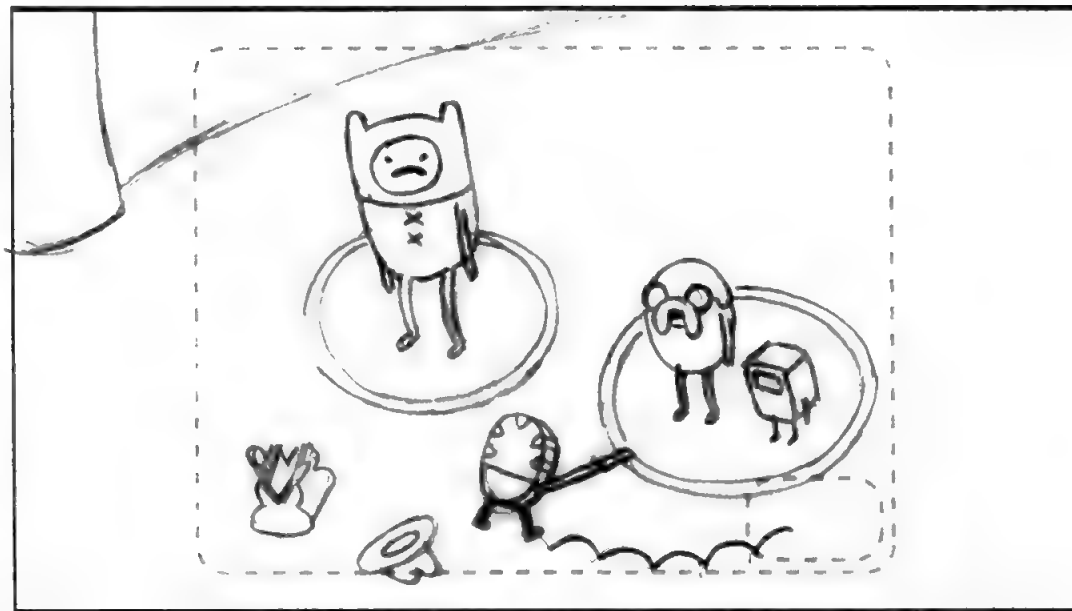


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Sc. 80 Pnl. A Bg. day night



Sc. 80 *copy* Pnl. B Bg. day night



Dialog: P.B.: THESE CIRCLES WILL PROTECT YOU ...

Action: PEPPERMINT BUTLER WALKS BACKWARD, DRAWING A CIRCLE.

Timing:



P.B.: ... FROM THE GHOST'S ATTACKS, WHILE I PREPARE THE BANISHING RITUAL..

APR 23 2014

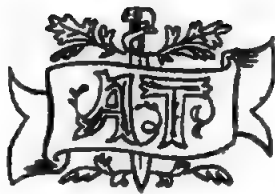
EPISODE# 1025-181

1025/181

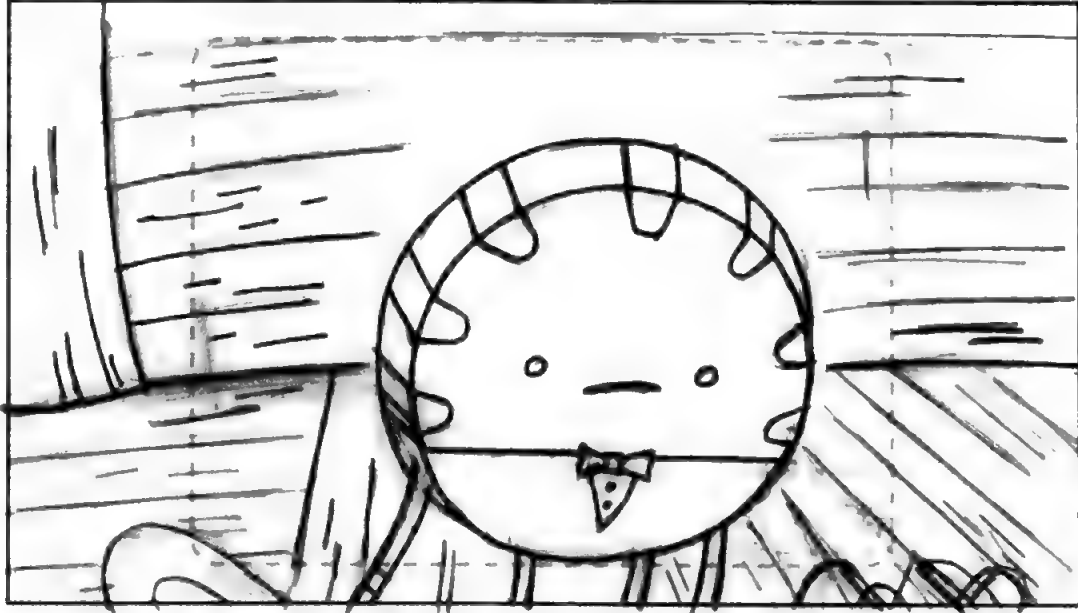
Production :

1025/181

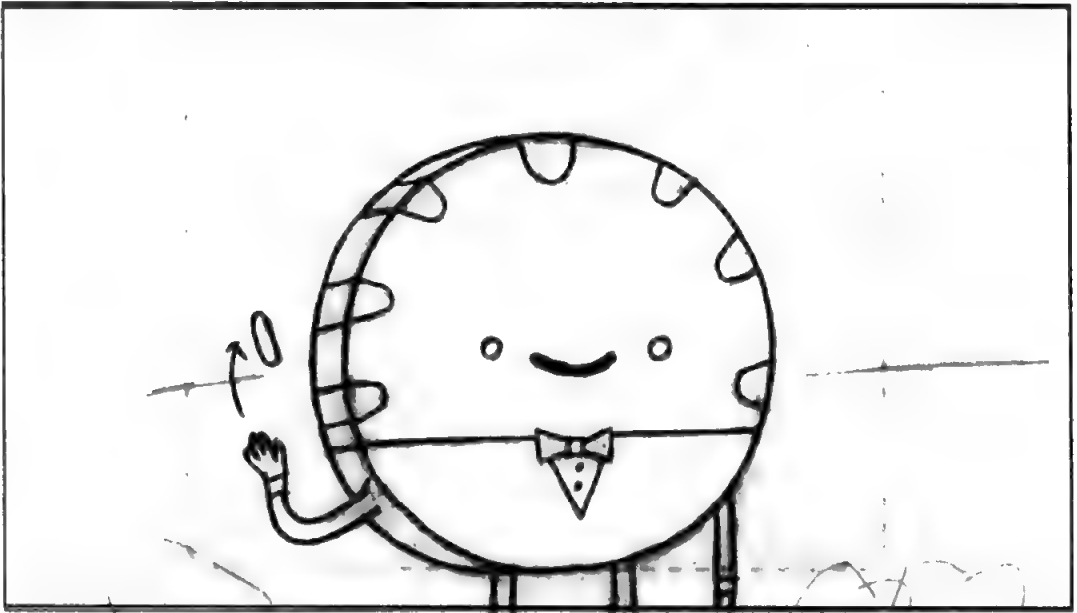
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 cont Pnl. B Bg. day night



Dialog:	<u>P.B.</u> : WORRY NOT, FELLOW BELIEVERS.
Action:	(START POSE.) -PEP BUT TOSSES CHALK.
Timing:	APR 23 2014

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EPISODE #

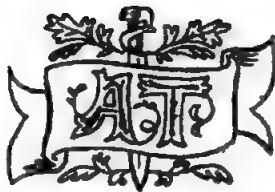
1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



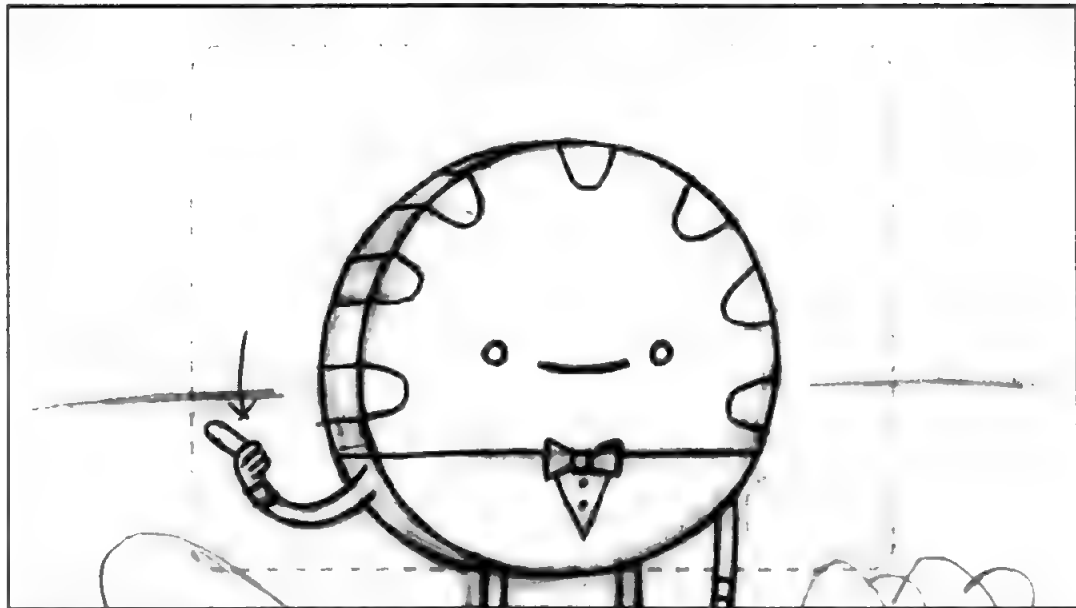
Page 122

Sc.

41 cont Pnl. C

Bg.

day night

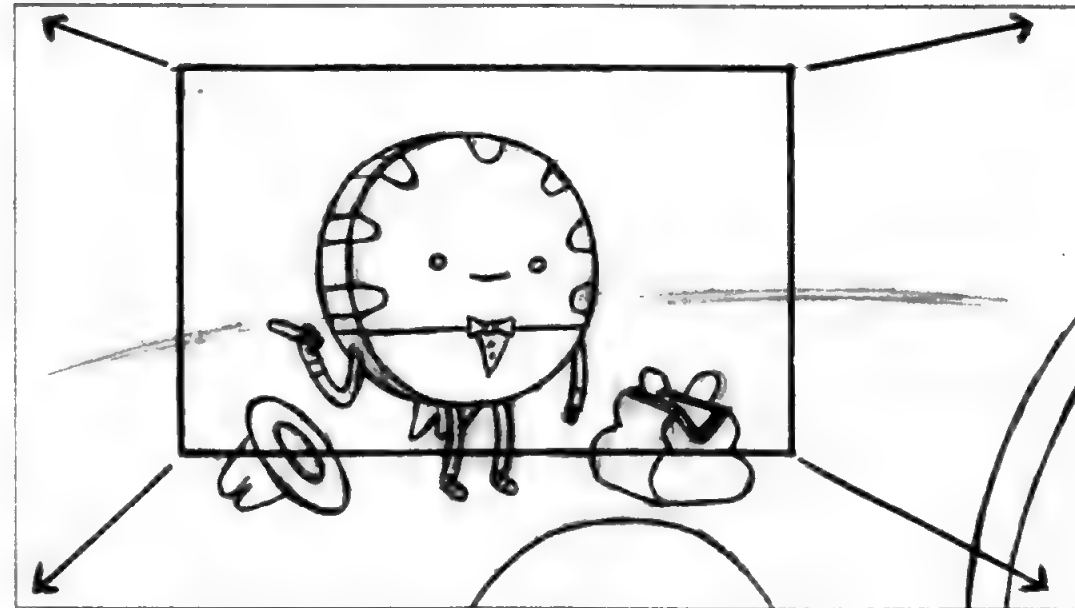


Sc.

41 cont Pnl. D

Bg.

day night



Dialog:

Action:

-PEP-BUT CATCHES CHALK

-TRUCK OUT.

APR 23 2014

Timing:

1025-181

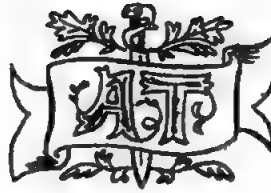
EPISODE #

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Production :

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ADVENTURE TIME



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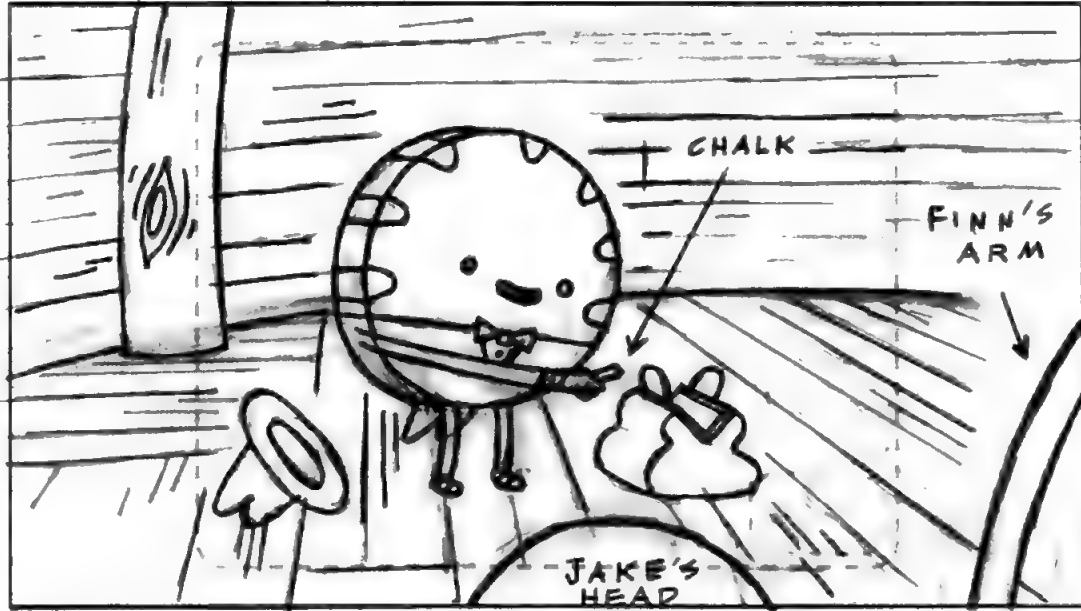
Sc.

81 cont Pnl.



Bg.

day night



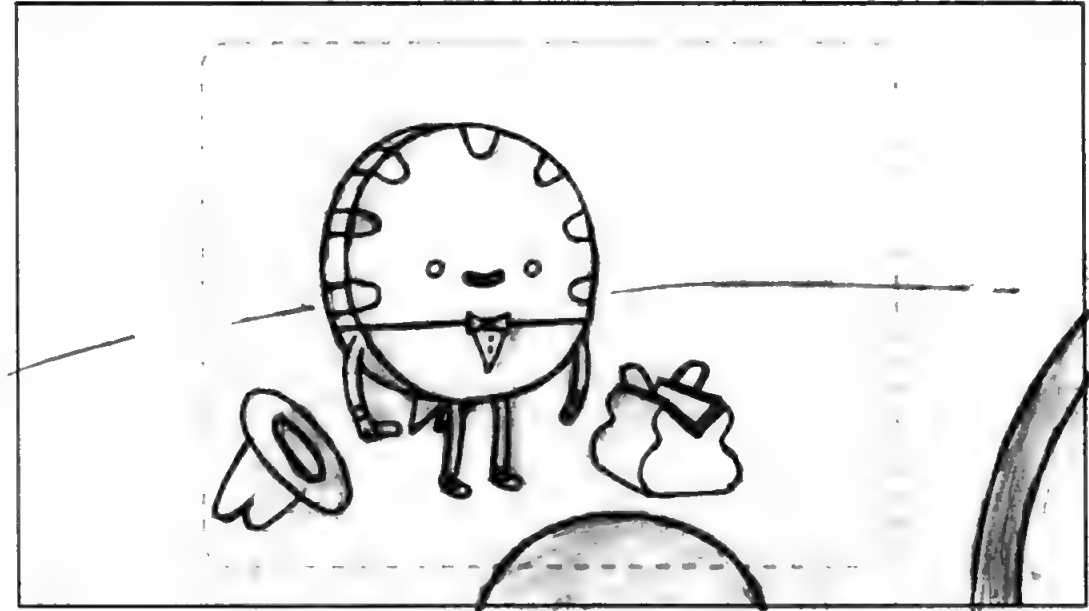
Sc.

81 cont Pnl.



Bg.

day night



Dialog:

P.B./ For in this bag-

P.B./ I possess all the darkest and most powerful tools of magic-

Action:

- P-BUT POINTS AT C. BAG.

Timing:

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Production :

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1025/181

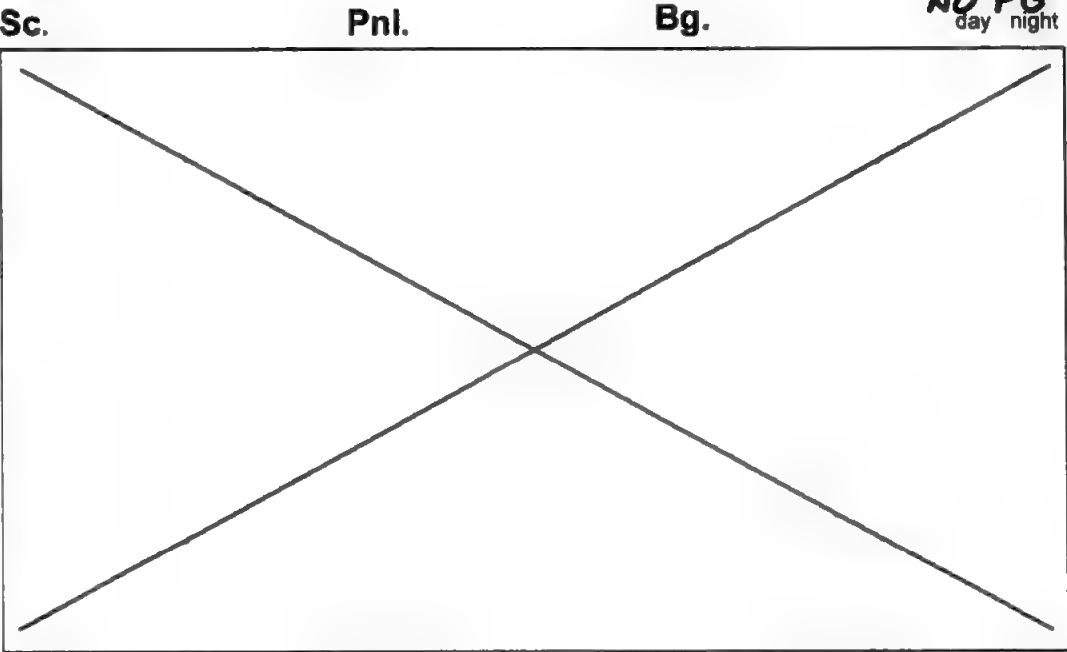
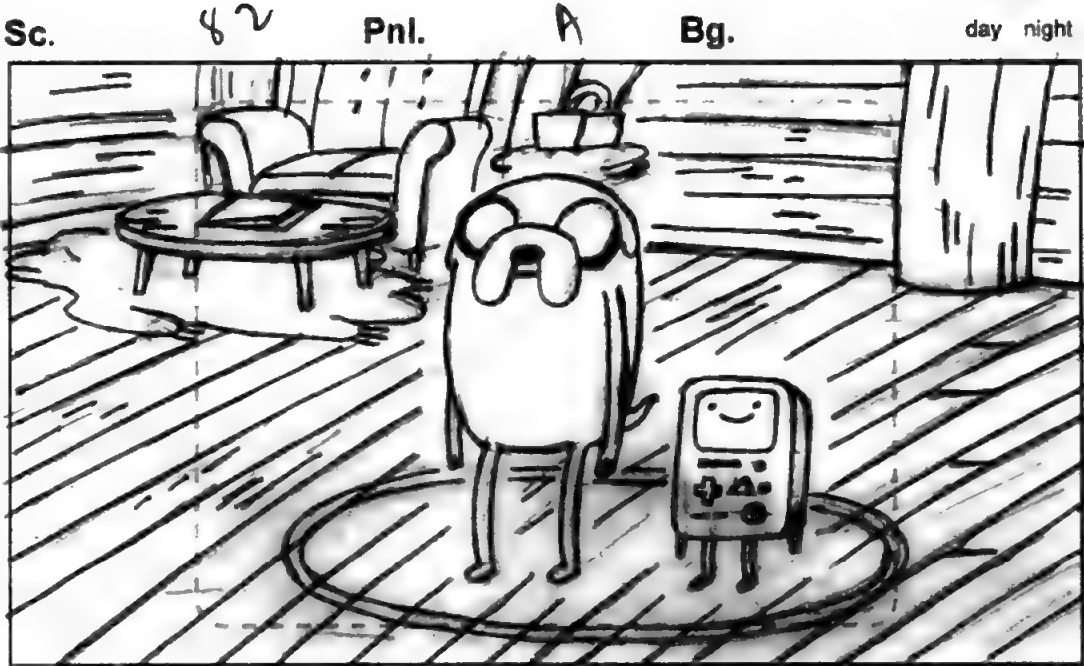
1025/181

ADVENTURE TIME



NO
SC
83

Page 124
NO PG 125
day night



Dialog:

P.B. (o.s.)/ - ever to be assembled in one place.

Action:

APR 23 2014

Timing:

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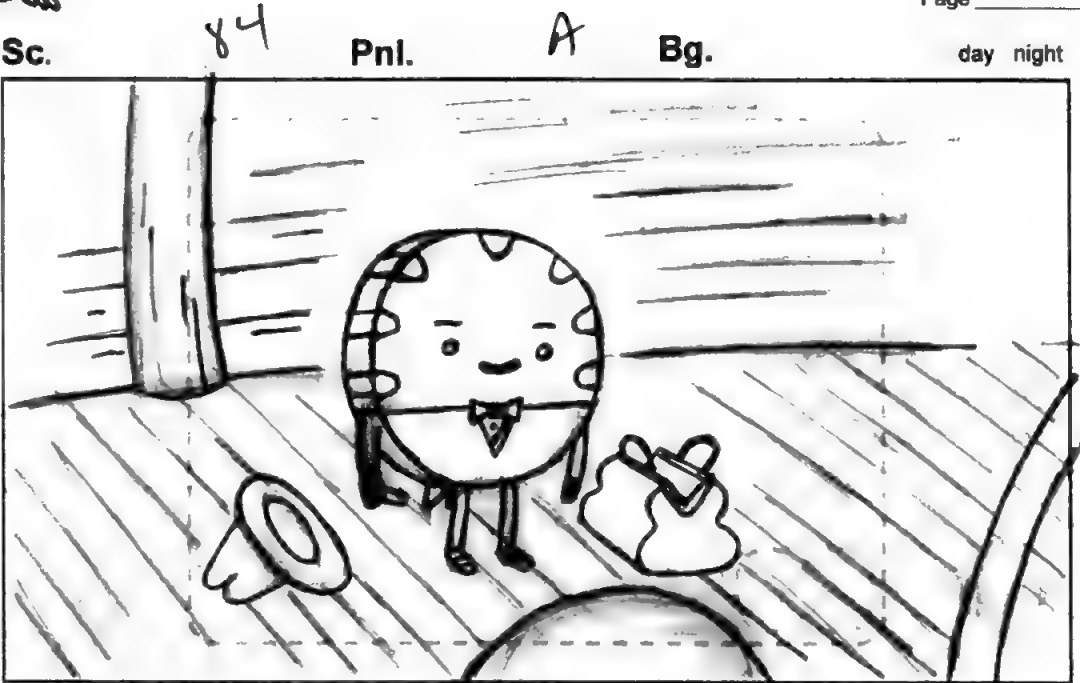
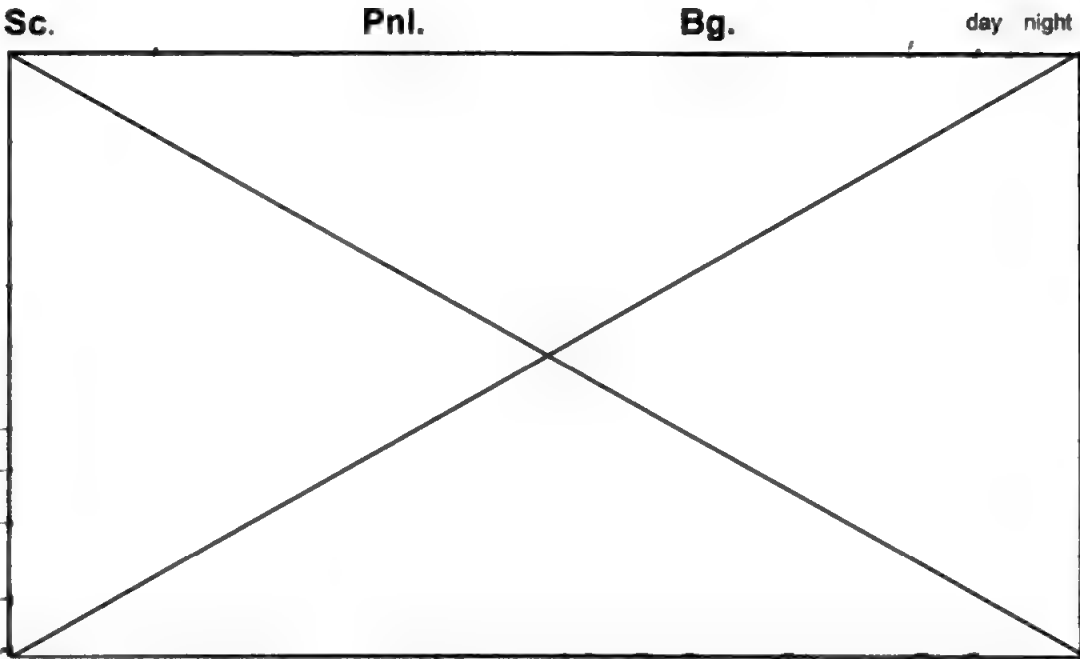
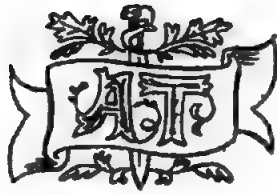
Production :

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1025/181

1025/181

ADVENTURE TIME



Dialog:
Action:
Timing:

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EPISODE # 1025-181

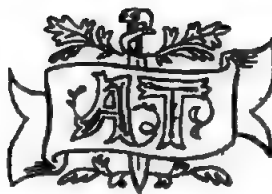
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ADVENTURE TIME



84 cont

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Sc.

84 cont Pnl.

B

Bg.

day night

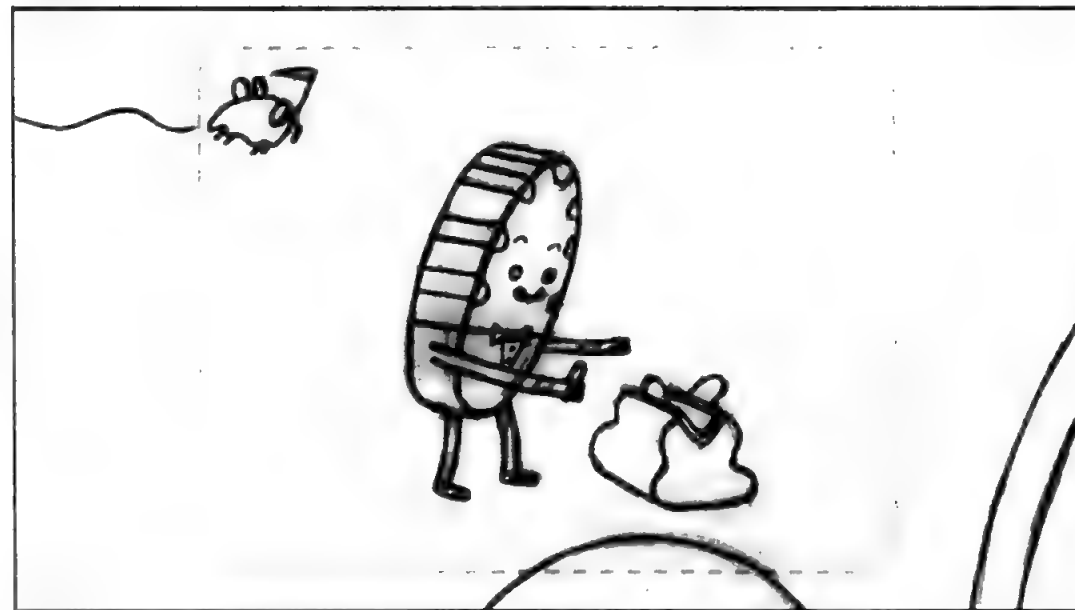
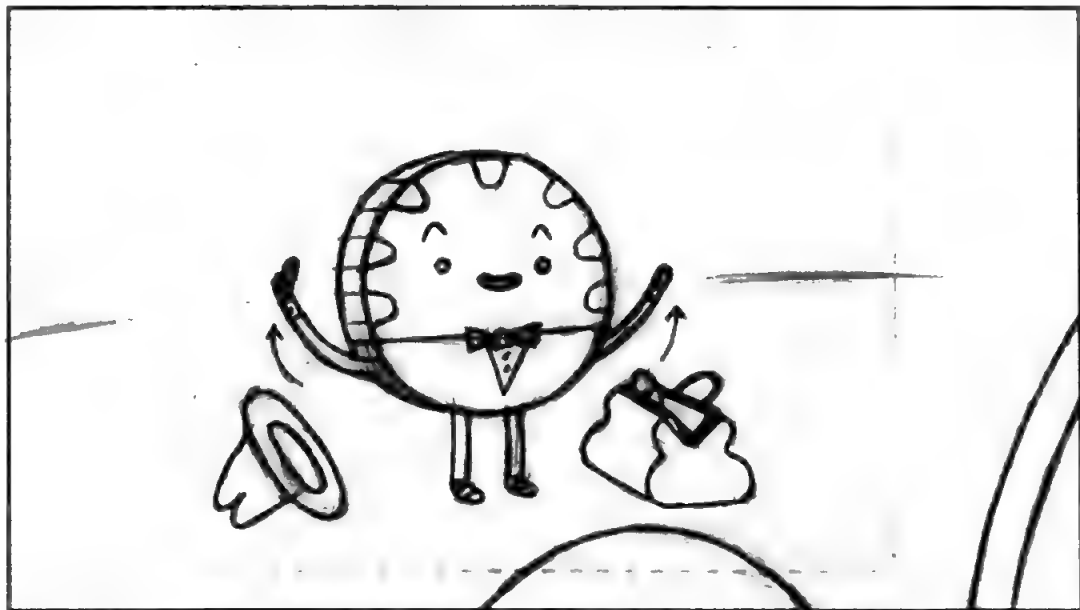
Sc.

Pnl.

C

Bg.

day night



Dialog:

P.B.: WE'RE PERFECTLY SAFE ...

P.B.: ...AS LONG AS...

Action:

GHOST FLY, FLIES IN.

Timing:

APR 23 2014

Production :

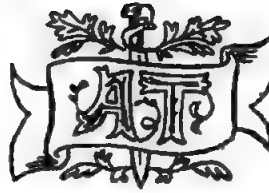
EPISODE #

1025-181

1025/181

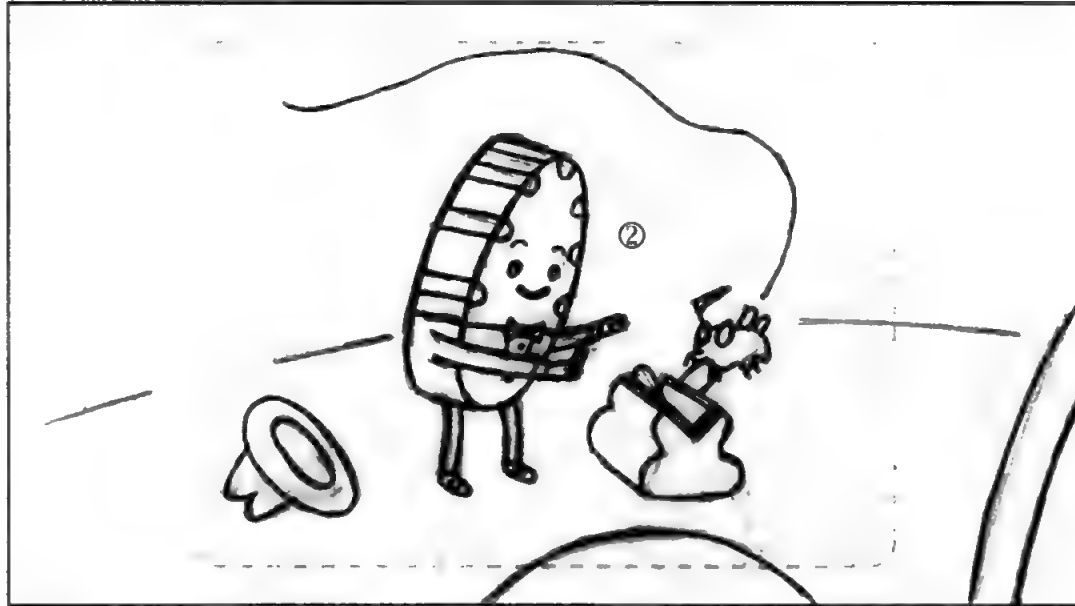
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ADVENTURE TIME

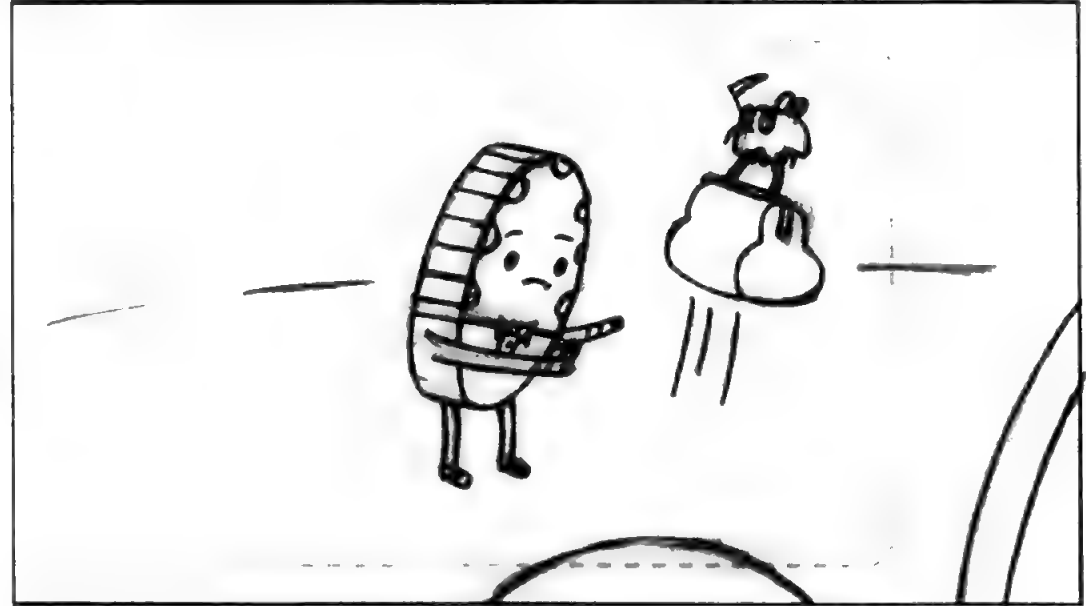


Page 128

Sc. 84 cont Pnl. 1 Bg. day night



Sc. 84 cont Pnl. 2 Bg. day night



Dialog:

P.B.: ...WE ... HAVE ...

Action:

GHOST FLY GRABS CARPET BAG.

Timing:



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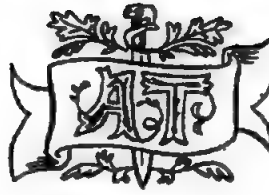
Production :

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ADVENTURE TIME



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Sc.

84 cont Pnl.

F

Bg.

day night

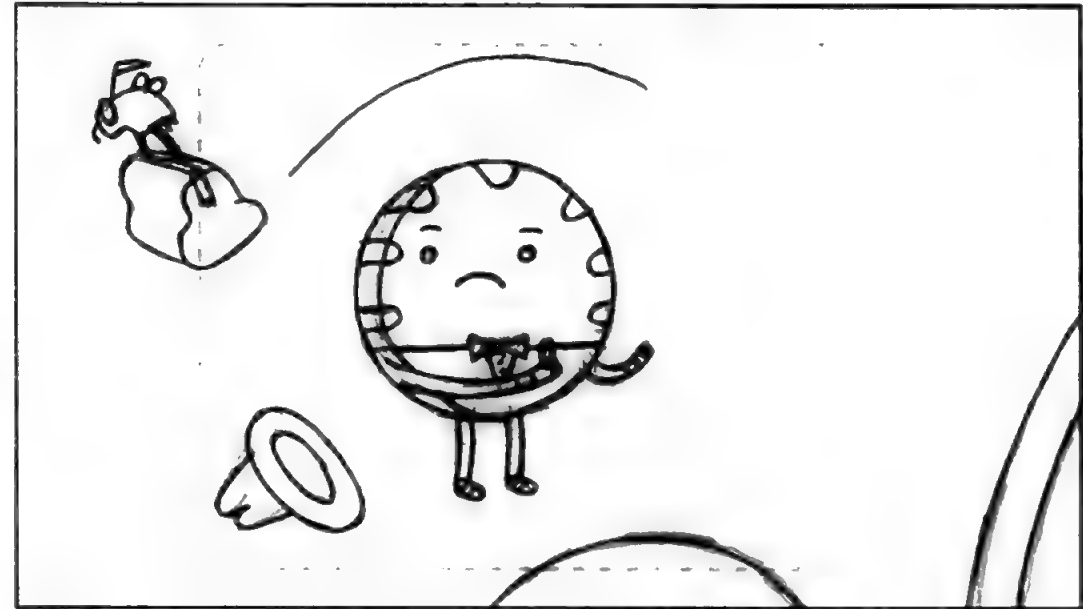
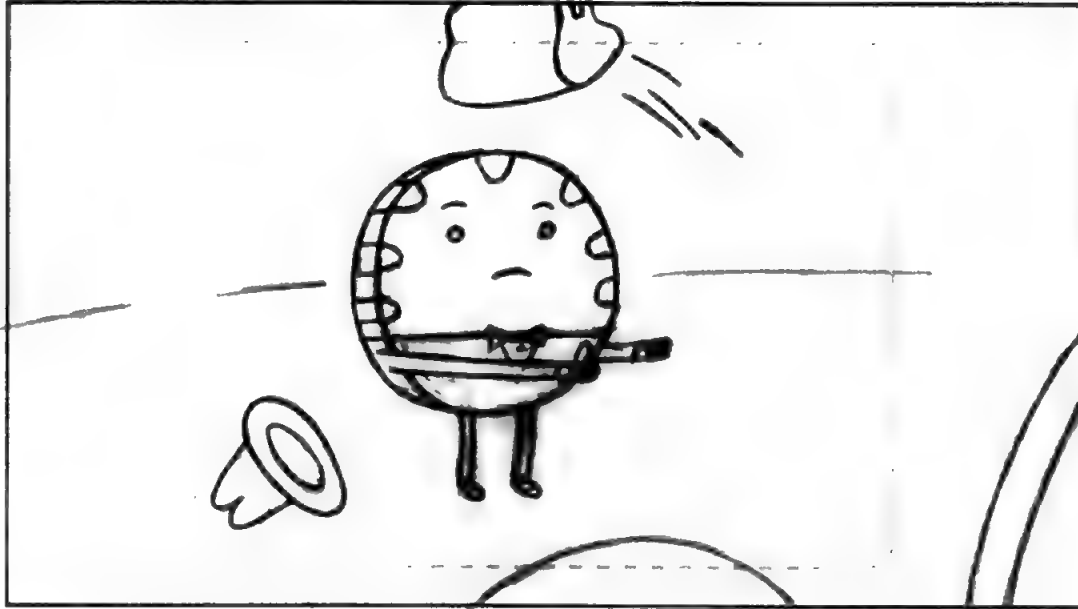
Sc.

84 cont Pnl.

6

Bg.

day night



Dialog:

Action:

GHOST FLY, FLIES OFF WITH
CARPET BAG.

Timing:

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Production :

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ADVENTURE TIME



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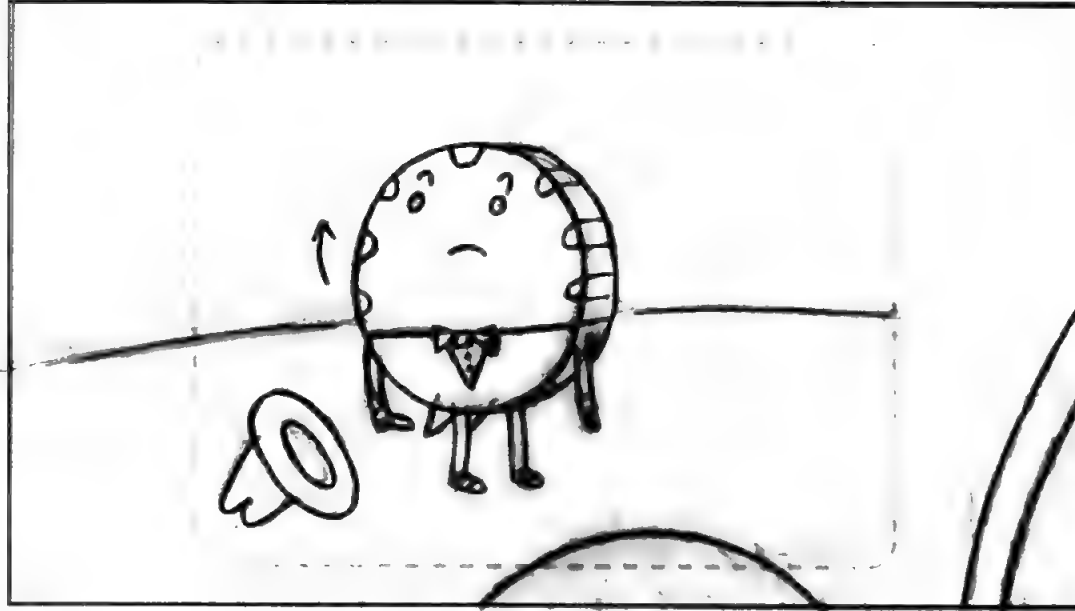
Sc.

84 cont Pnl.

H

Bg.

day night



Sc.

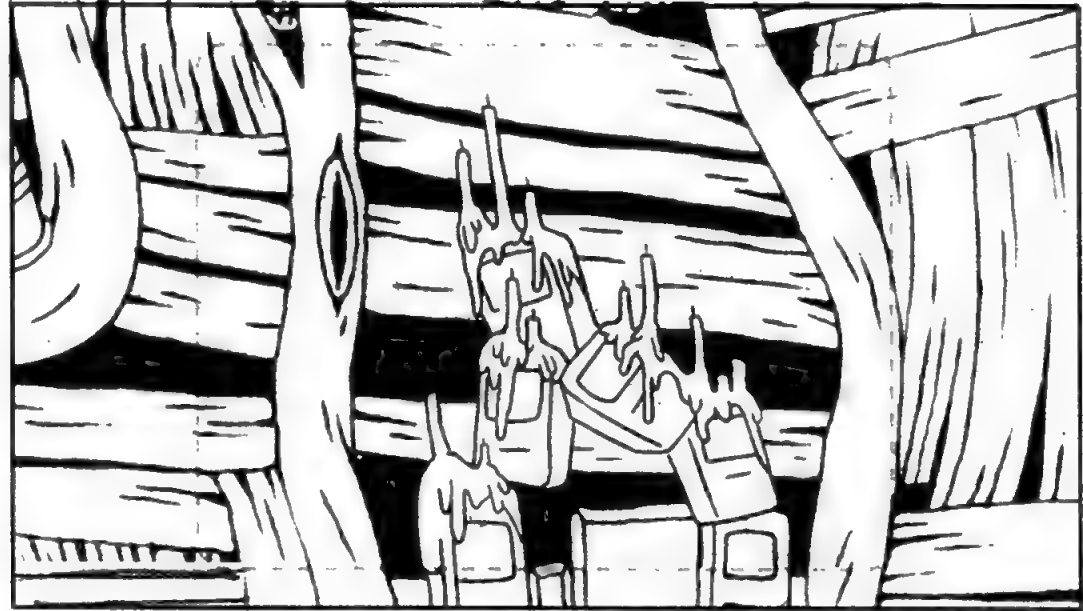
85

Pnl.

A

Bg.

day night



Dialog:

Action: - PEP BUT TRACKS G. FLX.

APR 23 2014

Timing:

EPISODE # 1025-181

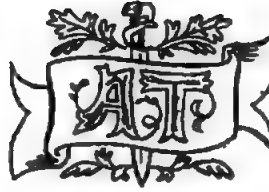
Production :

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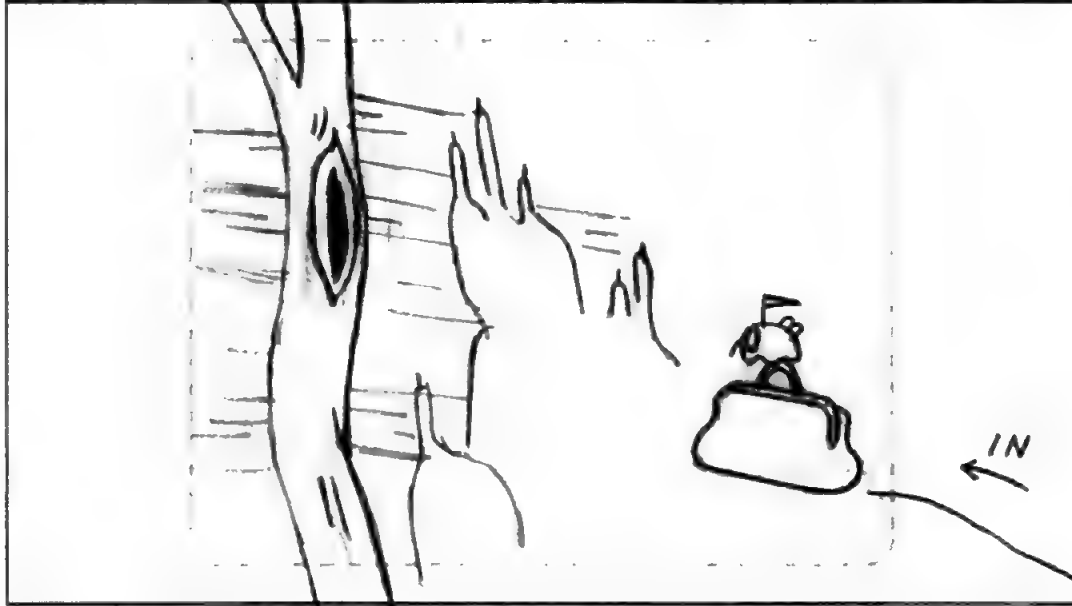
1025/181

ADVENTURE TIME

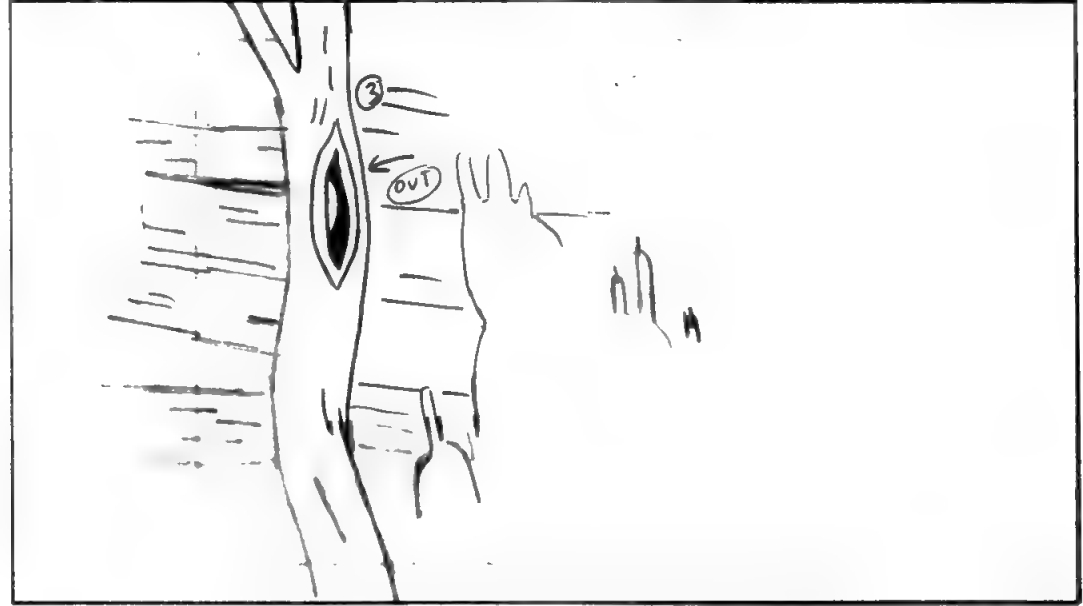


Page 131

Sc. 45 cont Pnl. B Bg. day night



Sc. 45 cont Pnl. C Bg. day night

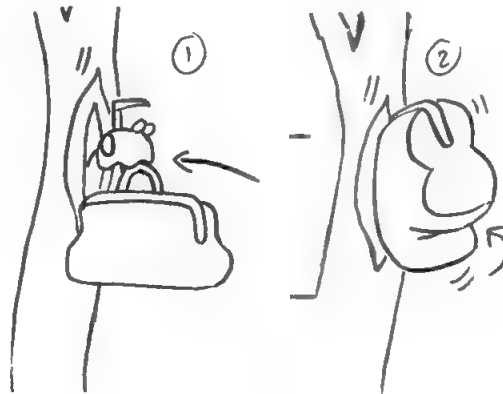


Dialog:

Action:

GHOST FLY, FLIES IN.

Timing:



GHOST FLY TAKES CARPET BAG INTO KNOT HOLE.

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Production :

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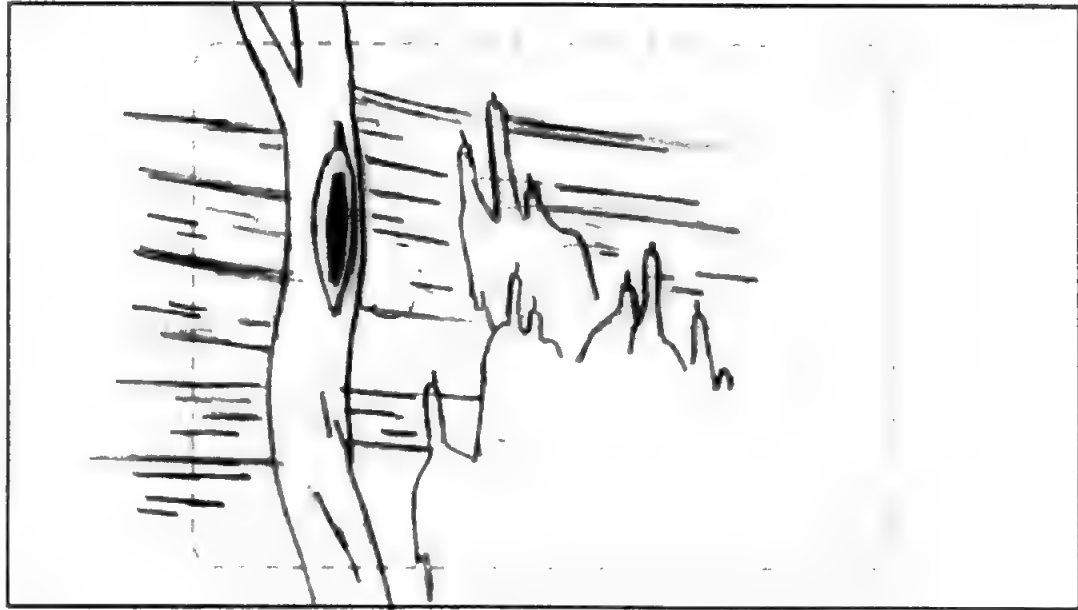
1025/181

ADVENTURE TIME

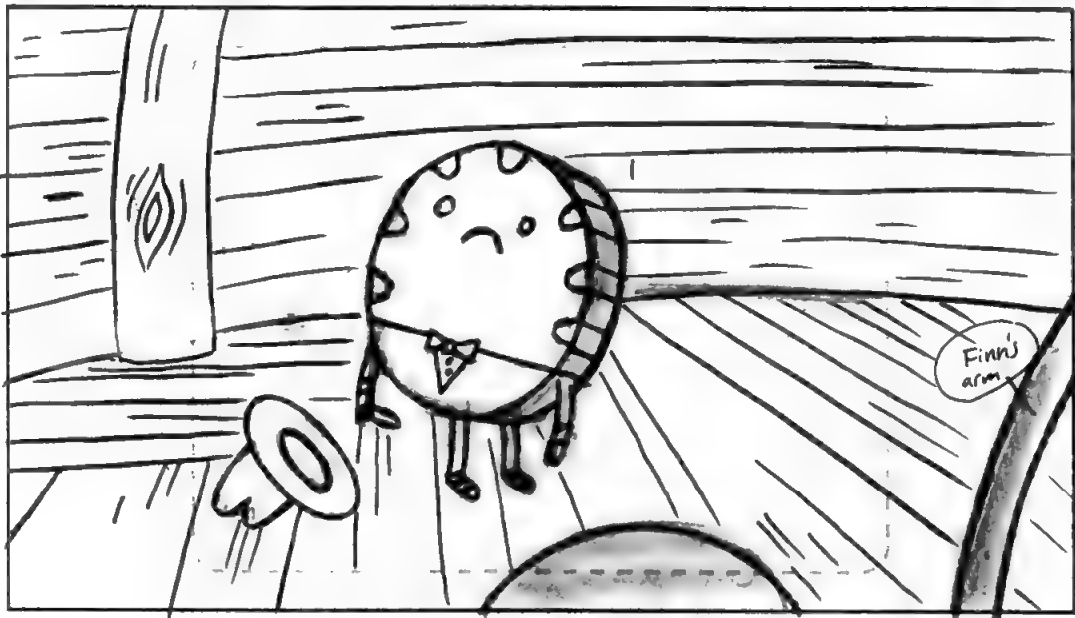


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Sc. 5 cont Pnl. 1 Bg. day night



Sc. 86 Pnl. 1 Bg. day night



Dialog:

SFX: THOMP

Action:

- CARPET BAG DISAPPEARS

P.B. LOOKING OFF-SCREEN
(AT KNOT HOLE).

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Timing:

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EPISODE #

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Production :

1025/181

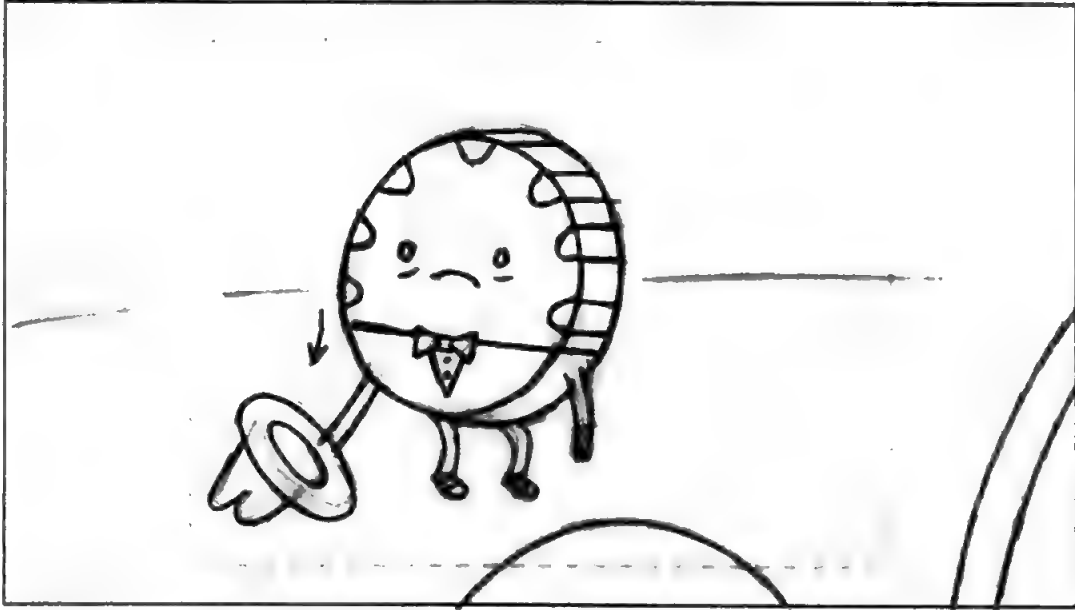
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ADVENTURE TIME



Sc. 86 CONT Pnl. B Bg. day night



Sc. 86 CONT Pnl. C Bg. day night



Dialog:	
Action: P.B. SQUATS TO GRAB HAT.	P.B. PUTS ON HAT CALMLY.
Timing:	

APR 23 2014

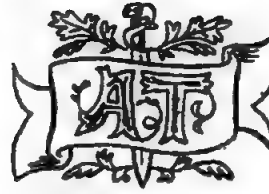
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1025/181
EPISODE #
Production :

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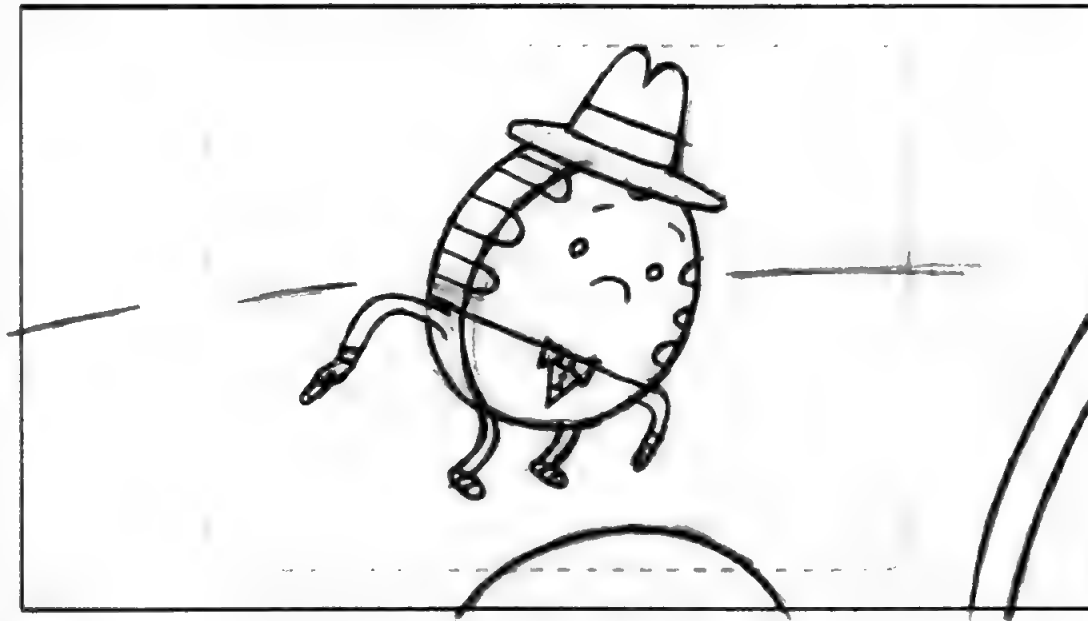
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ADVENTURE TIME

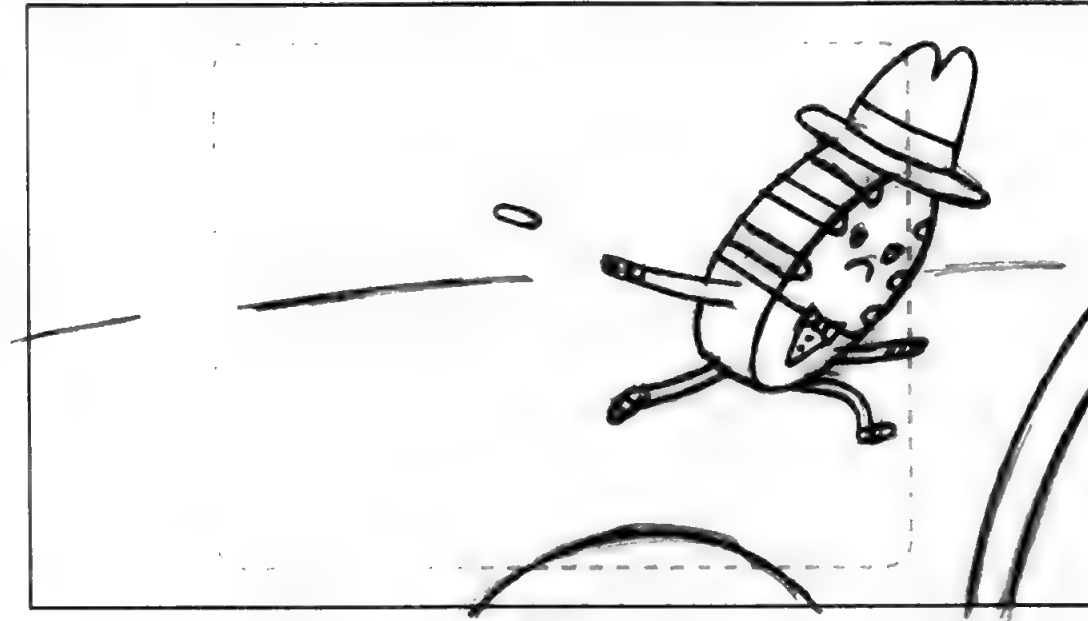


Page 134
day night

Sc. 86 cont Pnl. 9 Bg. day night



Sc. 86 cont Pnl. 6 Bg. day night



Dialog:	<u>SFX</u> : THUMP THUMP THUMP (P.B. FOOTSTEPS)
Action:	(INTO RUN)
Timing:	APR 23 2014

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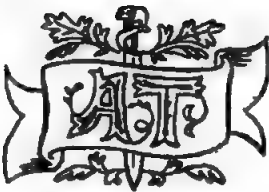
1025/181

Production :

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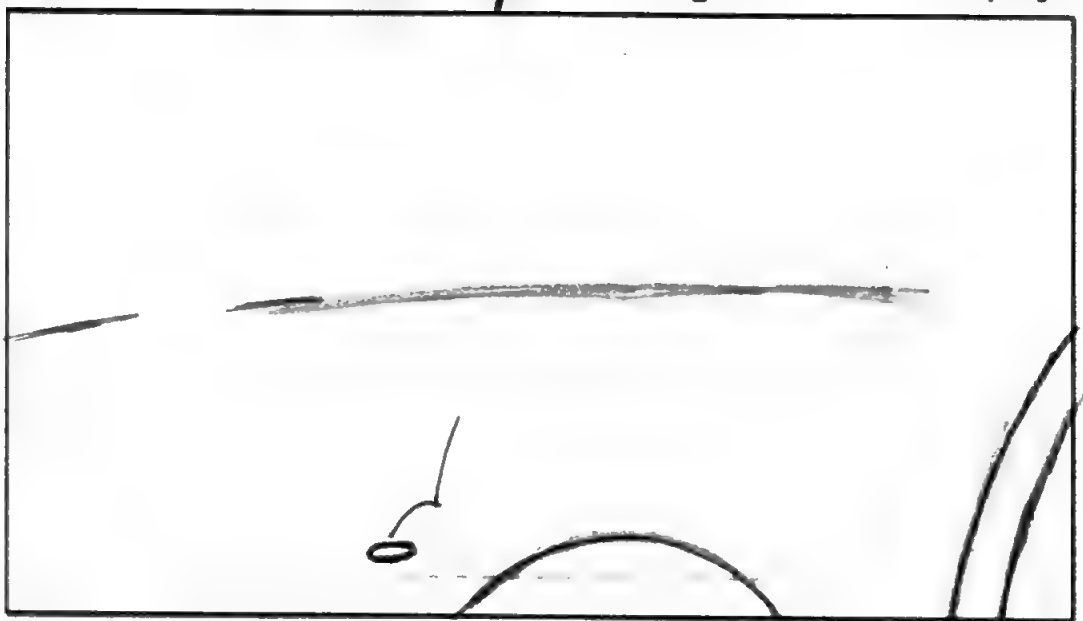
ADVENTURE TIME



Sc. 8b cont Pnl. F Bg. day night



Sc. 8b cont Pnl. G Bg. day night



Dialog:	<u>SFX</u> : PECK! (CHALK HITTING FLOOR.)
Action:	
Timing:	

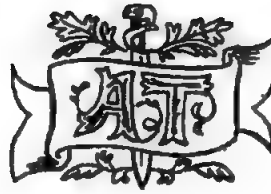
APR 23 2014

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EPISODE # 1025-181
Production :
1025/181

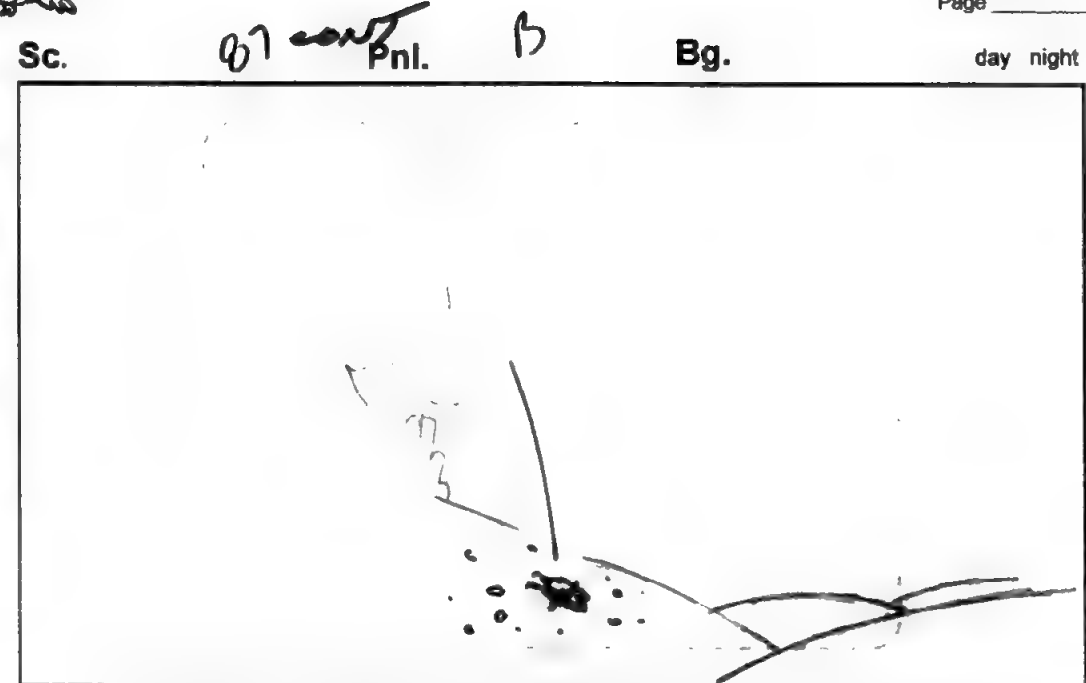
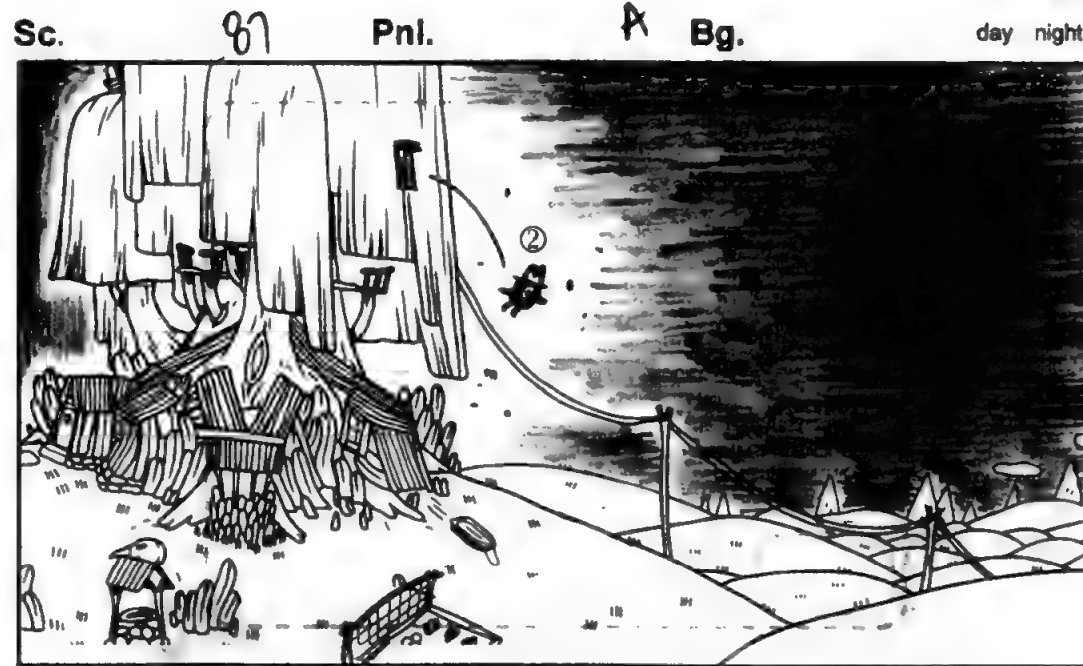
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ADVENTURE TIME



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Dialog: SFX: *CRASH!*

SFX: PLOP.

Action: P.B. JUMPS OUT OF WINDOW.

P.B. HITS GROUND.

Timing:



APR 23 2014

Production :

EPISODE #

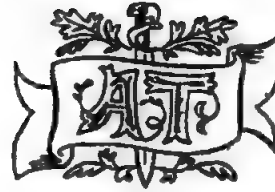
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1025/181

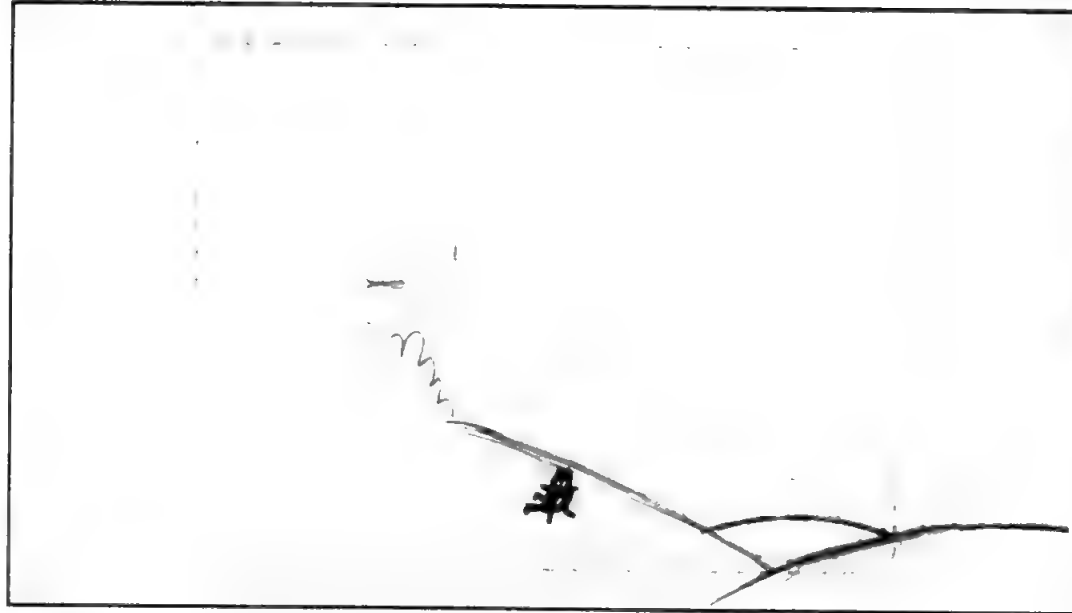
1025/181

ADVENTURE TIME

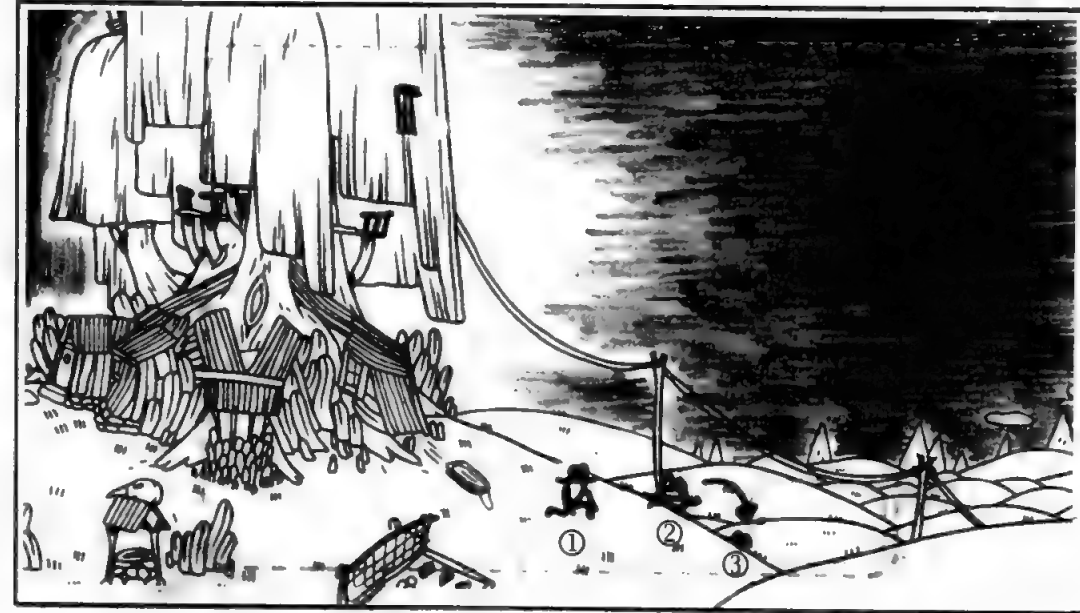


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Sc. 87 cont Pnl. C Bg. day night



Sc. 87 cont Pnl. 0 Bg. day night



Dialog:

Action: P.B. PUSHES HIMSELF UP.

P.B. RUNS INTO DISTANCE.

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Timing:

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Production :

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1025/181

ADVENTURE TIME



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Sc. 07 cont Pnl. E Bg. day night

S/A

Sc. 07 cont Pnl. F Bg. day night

S/A

Dialog:

Action:

Timing:

-PEP-BUT RUNS OFF/S.

APR 23 2014

1025-181

EPISODE #

Production :

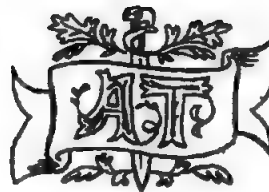
1025/181

1025/181

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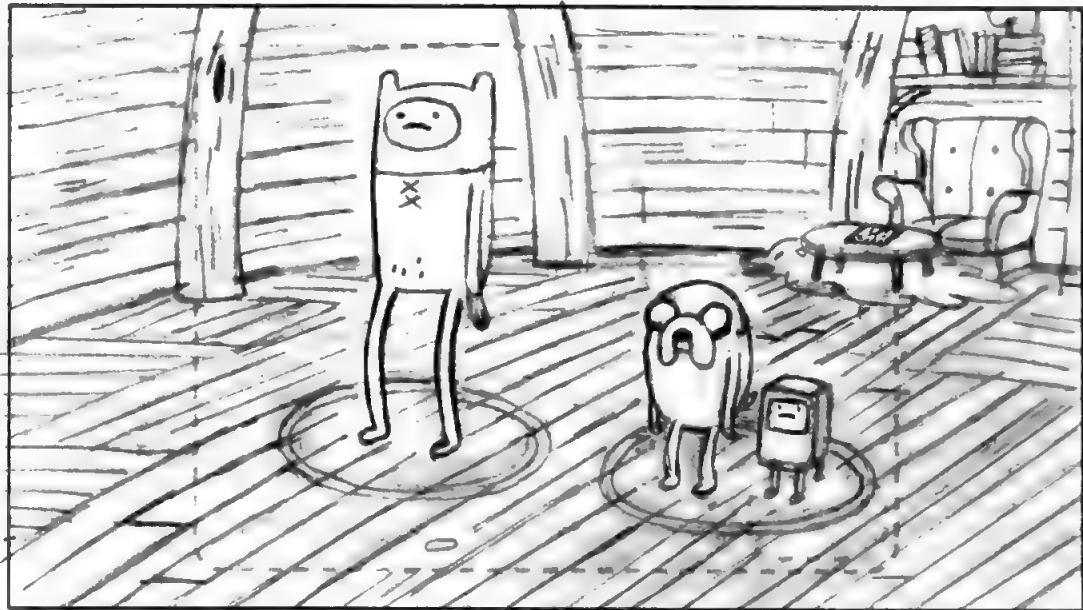
1025/181

ADVENTURE TIME

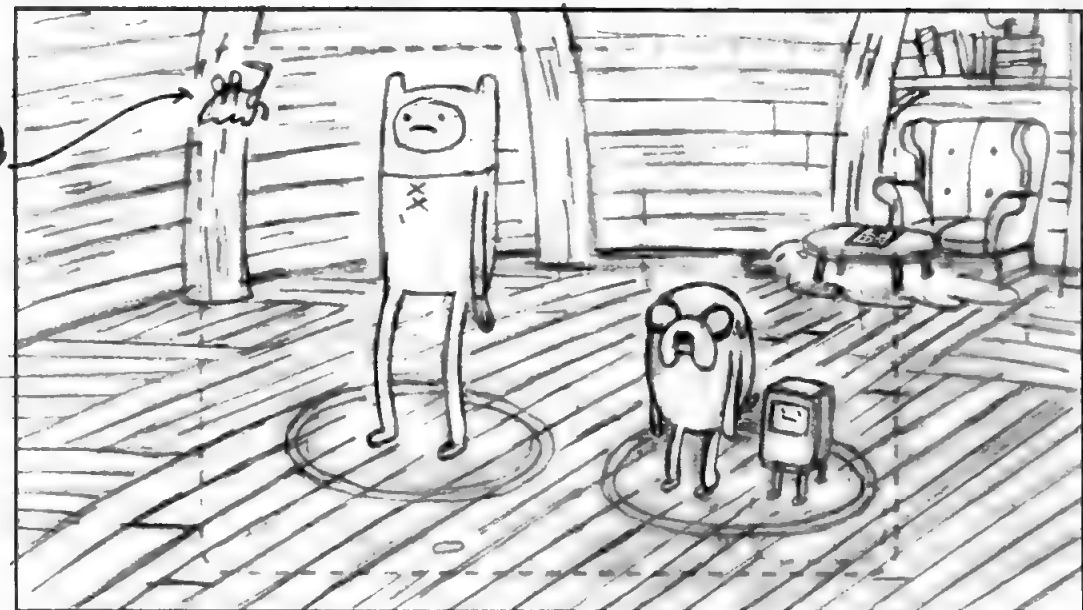


Page 139

Sc. 98 Pnl. A Bg. day night



Sc. 98 cont Pnl. B Bg. day night



Dialog:	
Action:	STANDING IN CIRCLES, BORED. - GHOST FLY ENTERS.
Timing:	

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EPISODE #
Production :

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1025/181

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ADVENTURE TIME



Sc.

84 cont
Pnl.

C

Bg.

day night

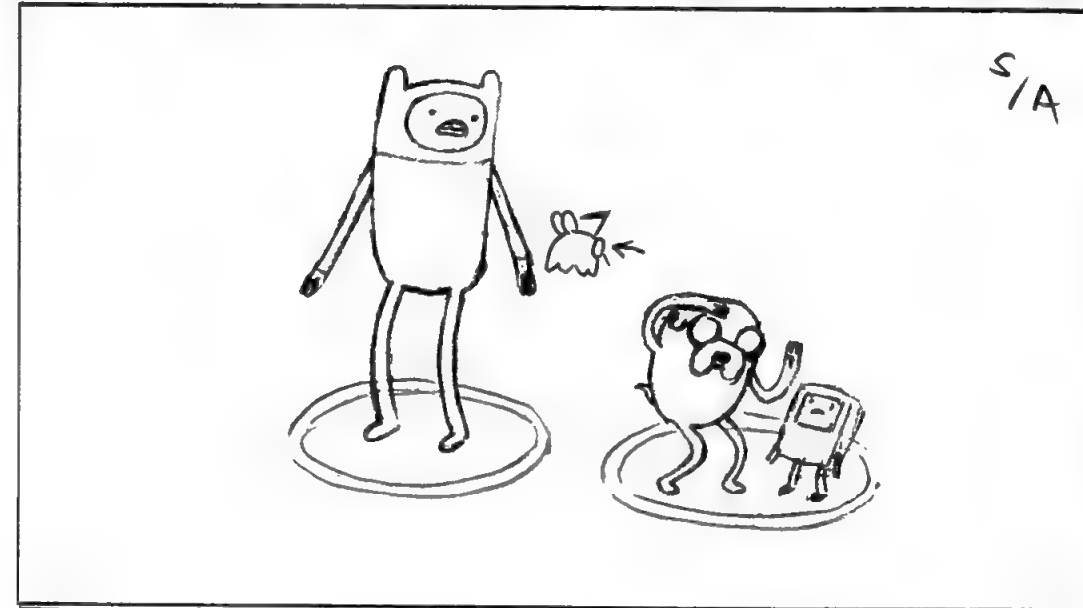
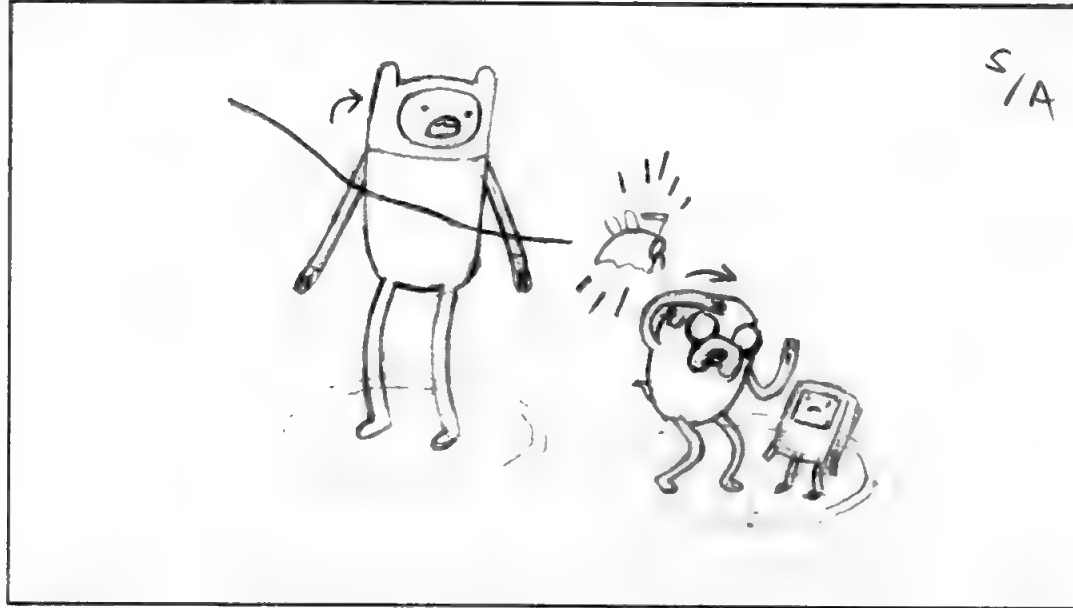
Sc.

88 cont
Pnl.

D

Bg.

Page 140
140A NEW
day night



Dialog:

SFX: *THOCK!*

Action:

- GHOST FLY HITS INVISIBLE BARRIER.

- GF SEEMS DAZED

Timing:

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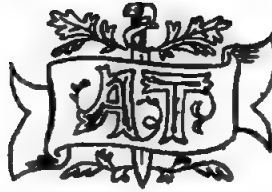
Production :

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1025/181

ADVENTURE TIME



Sc.

88 cont

Pnl. E

Bg.

day night

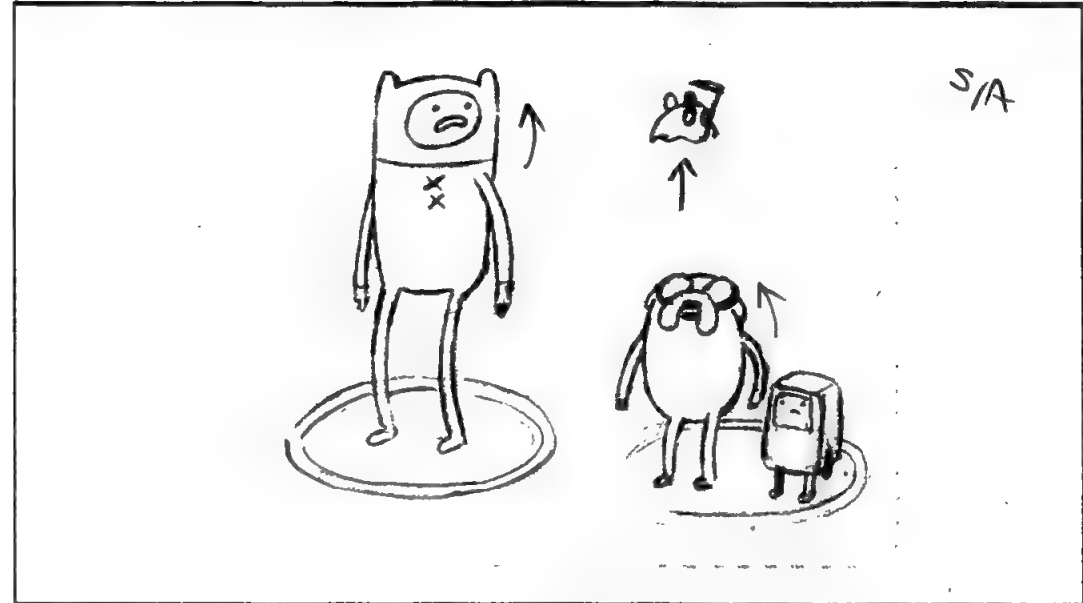
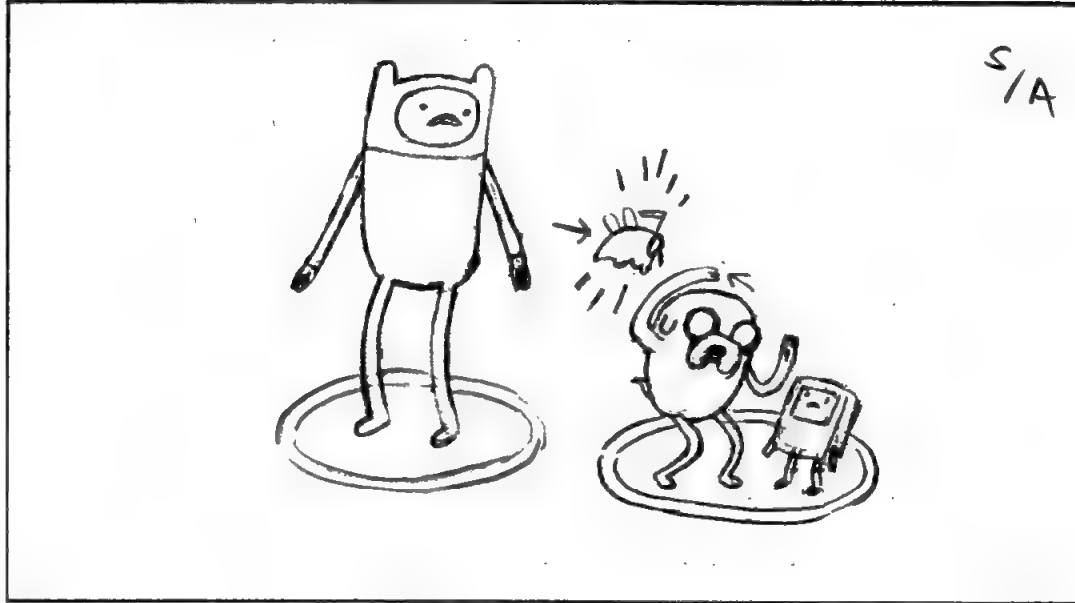
Sc.

88 cont

Pnl. F

Bg.

Page 140 A
141 NEXT
day night



Dialog:

SFX: * THOCK! * THOCK*THOCK*

J (NERVOUS): WELL, HEH...
HOW 'BOUT THAT...

GF: (DISAPPOINTED) WOOO...

Action:

- GHOST FLY HITS INVISIBLE BARRIER.
A FEW MORE TIMES

- GHOST FLY FLOATS UPWARD

Timing:



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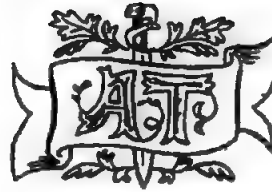
1025/181

Production :

1025/181

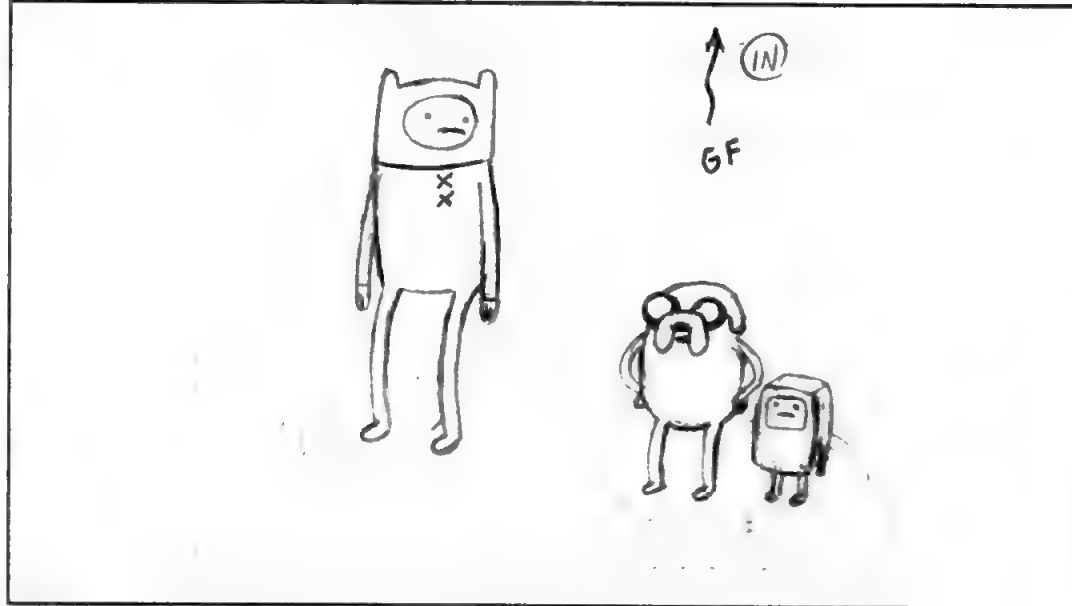
1025/181

ADVENTURE TIME



88 cont

Sc. Pnl. G Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:

J = NO BIGGIE.

J = WE'LL JUST HANG OUT INSIDE --

Action:

- GF FLOATS OFF/S

Timing:

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1025/181

Production :

1025/181

ADVENTURE TIME



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Sc.

89 cont Pnl.

B

Bg.

day night

Sc.

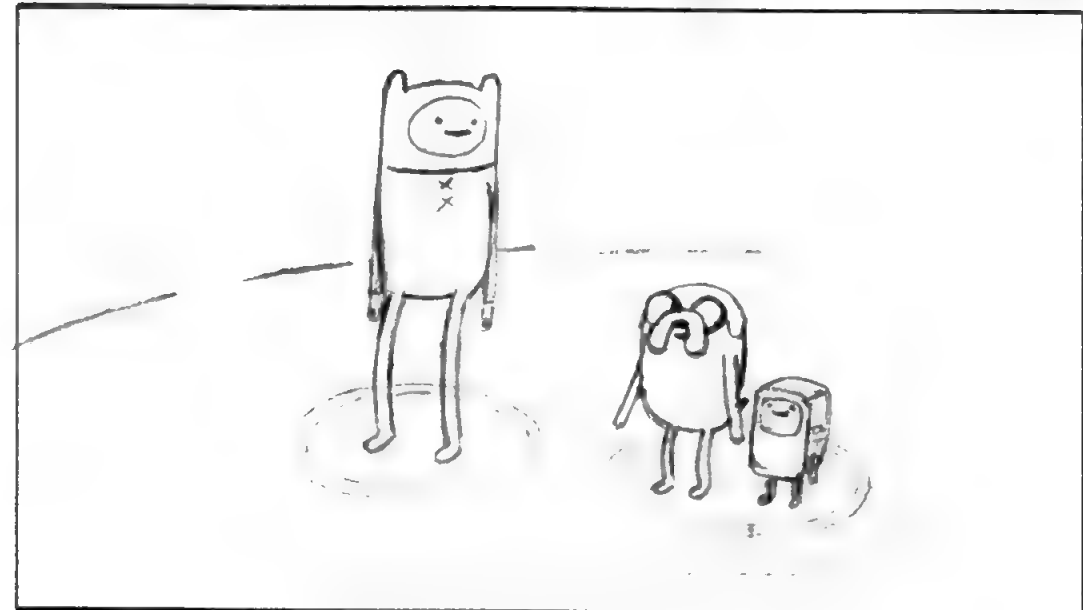
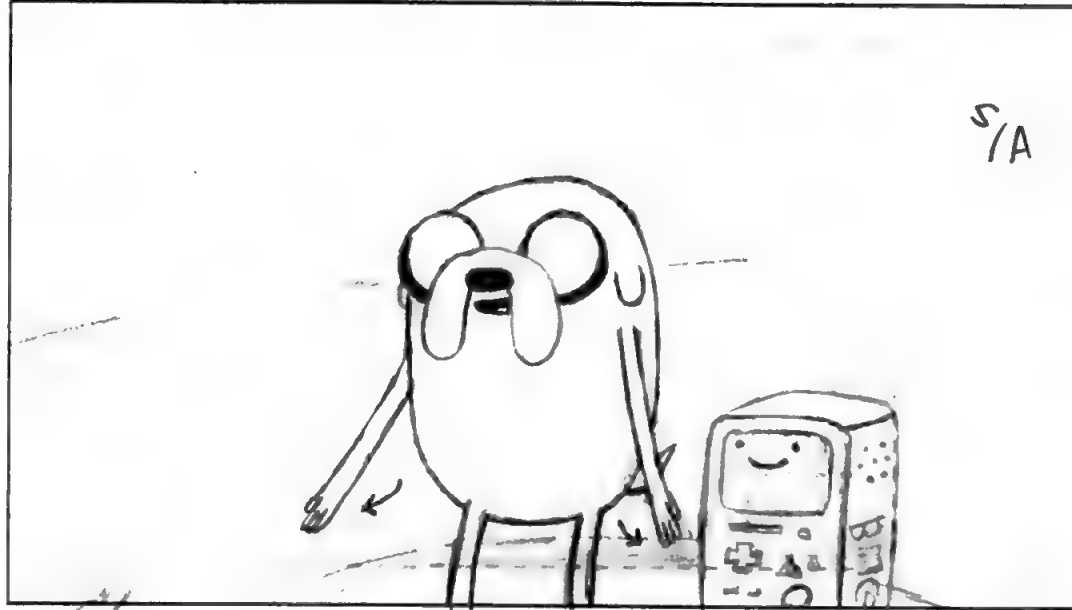
90

Pnl.

A

Bg.

day night



Dialog:

J: ...THESE MAGIC CIRCLES...

J: ...UNTIL MORNING.

Action:

Timing:

APR 23 2014

EPISODE #

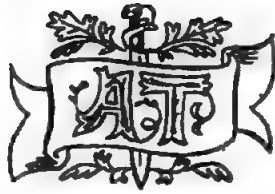
1025-181

1025/181

Production :

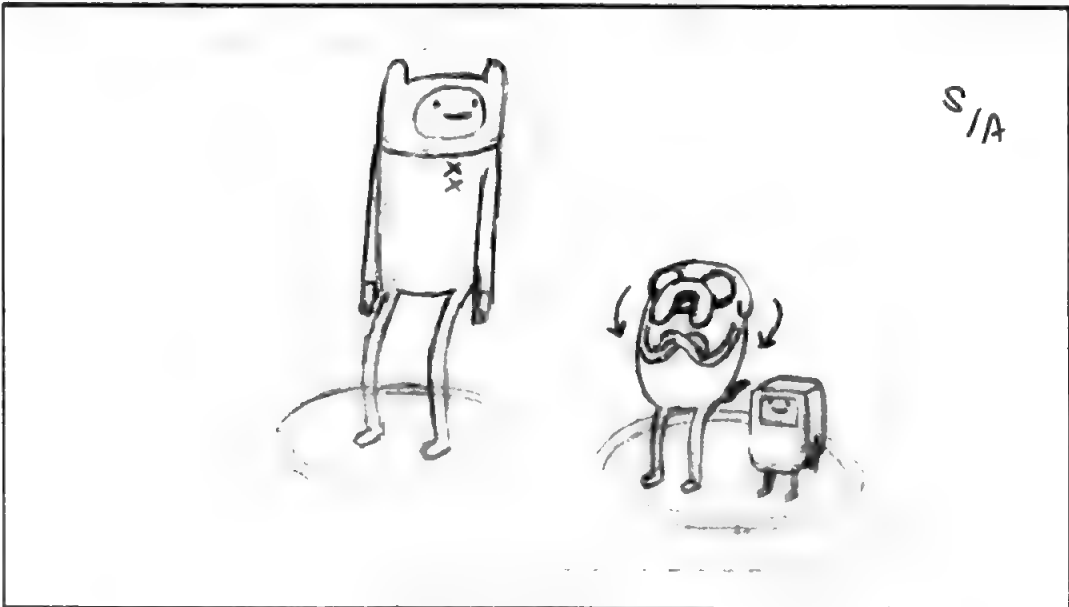
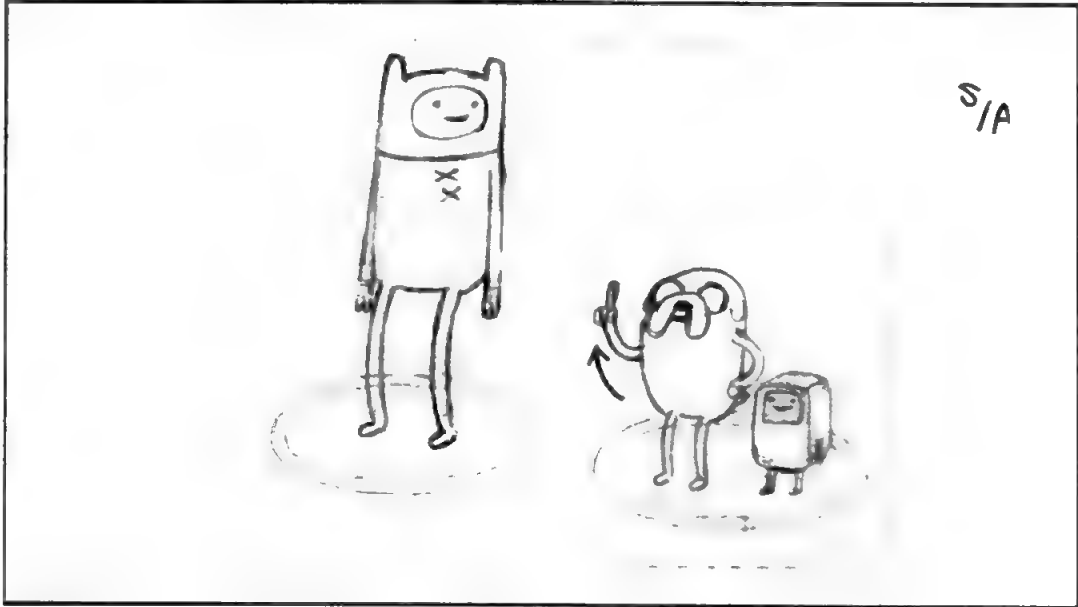
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ADVENTURE TIME



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Sc. 90 cont Pnl. B Bg. day night Sc. 90 cont Pnl. C Bg. day night



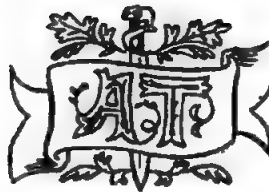
Dialog:	<u>J</u> : THAT'S WHEN GHOSTS GO TO SLEEP.	<u>J</u> : YEP... JUST GOT TO MAKE IT...
Action:	- J. FOLDS ARMS	
Timing:	APR 23 2014	

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1025/181
Production :

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ADVENTURE TIME



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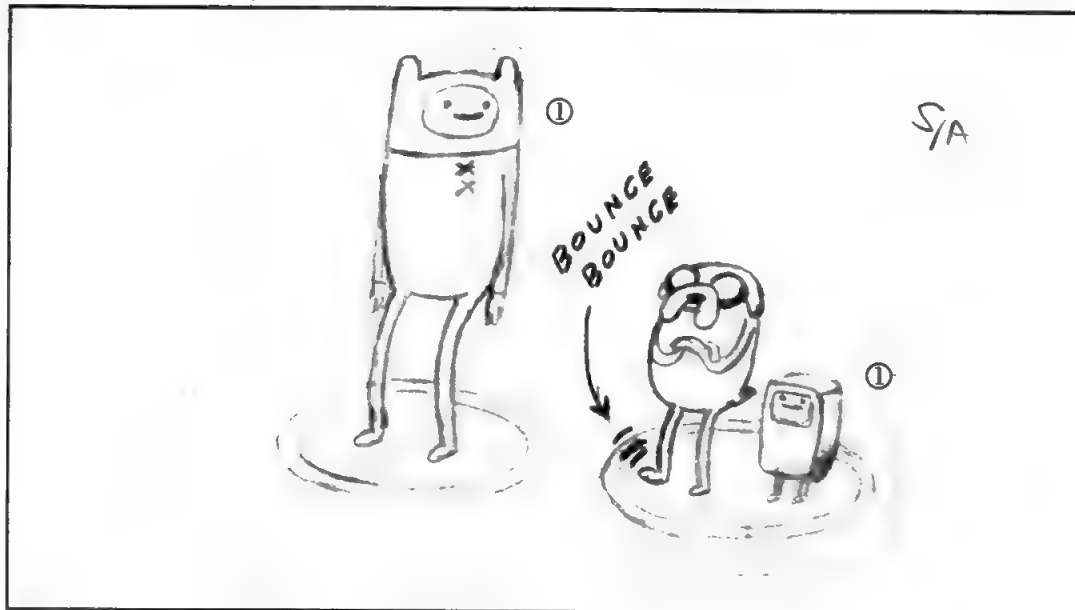
Sc.

90 cont Pnl.

1

Bg.

day night



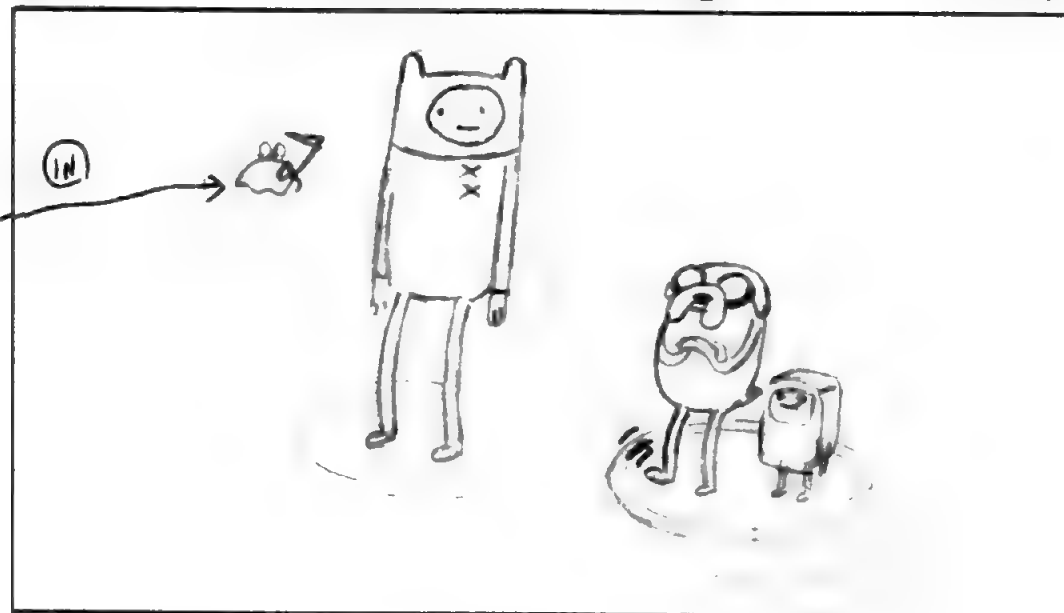
Sc.

90 cont Pnl.

6

Bg.

day night



Dialog:

J: ...TO MORNING...

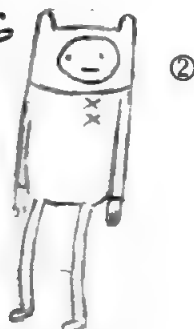
SFX: * PT-PT-PT-PT*

GHOST FLY: WOOOOO —————

Action:

-JAKE'S FOOT STARTS TAPPING UP AND DOWN.

Timing:



-G.F. FLOATS ON/S.

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Production :

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ADVENTURE TIME



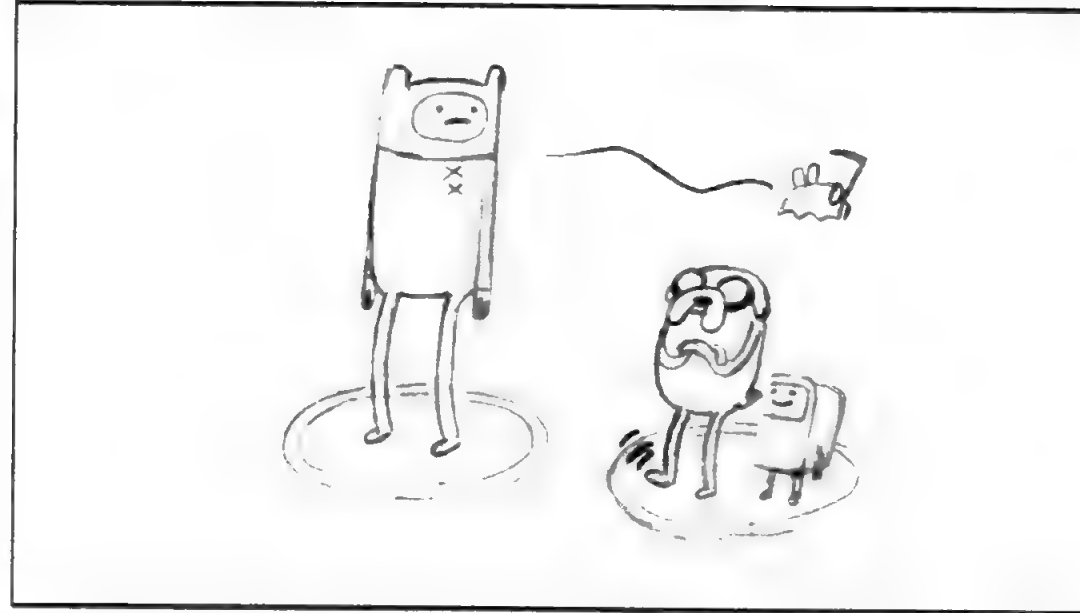
Sc.

90 *cont* Pnl.

F

Bg.

day night



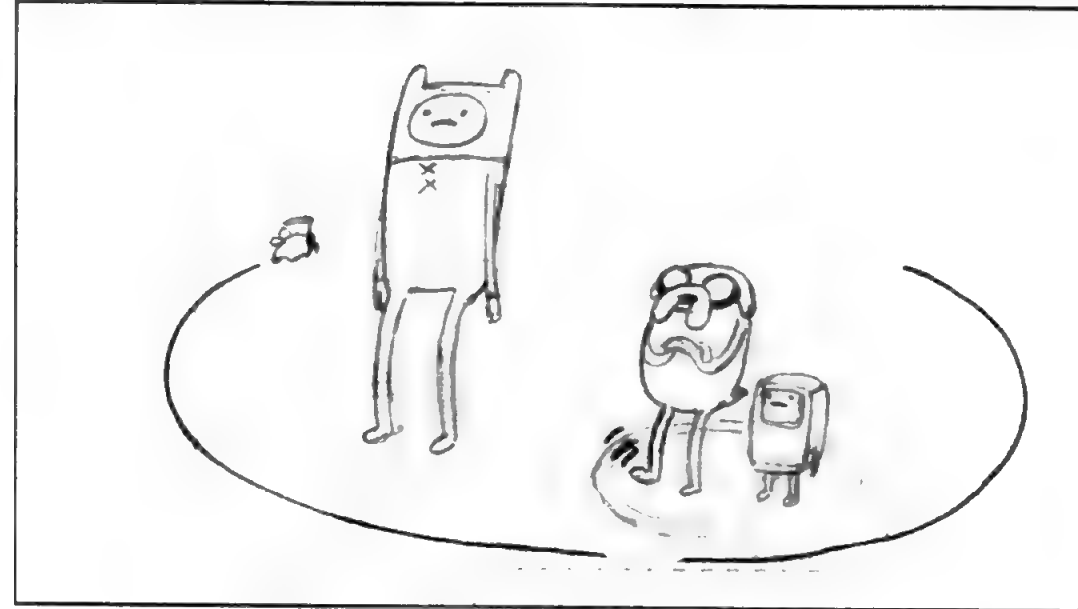
Sc.

90 *cont* Pnl.

6

Bg.

day night



Dialog:

GF: Wooooo ~~~~~

GF: Wooooo ~~~~~

Action:

- J, F + B TRACK GHOST FLY

GHOST FLY CIRCLES AROUND THEM
(FOR HOURS)...

Timing:

APR 23 2014

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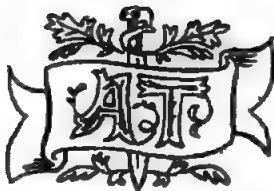
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1025/181

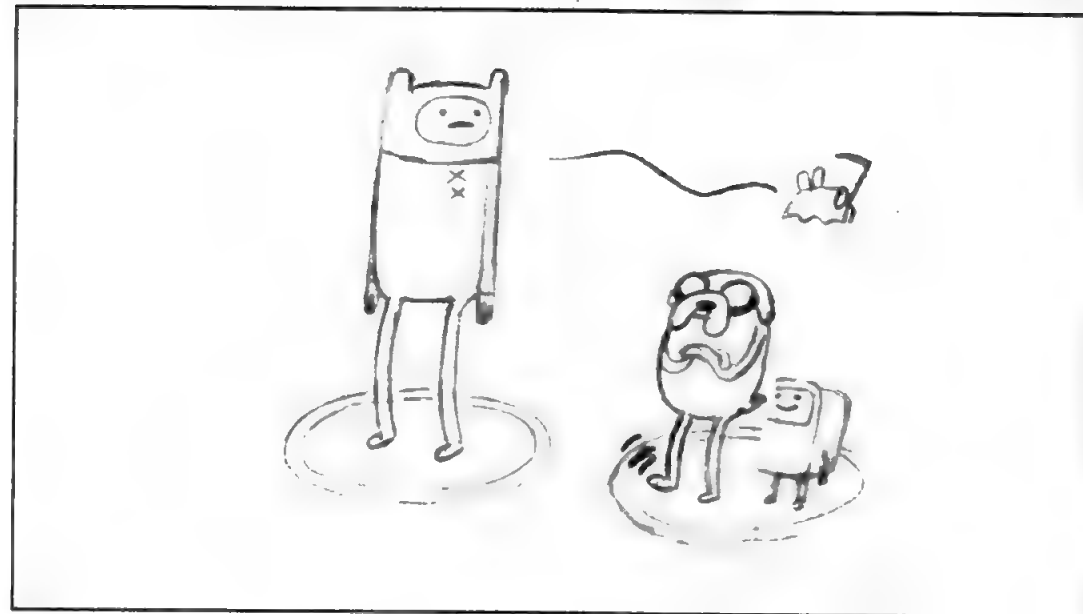
Production :

1025/181

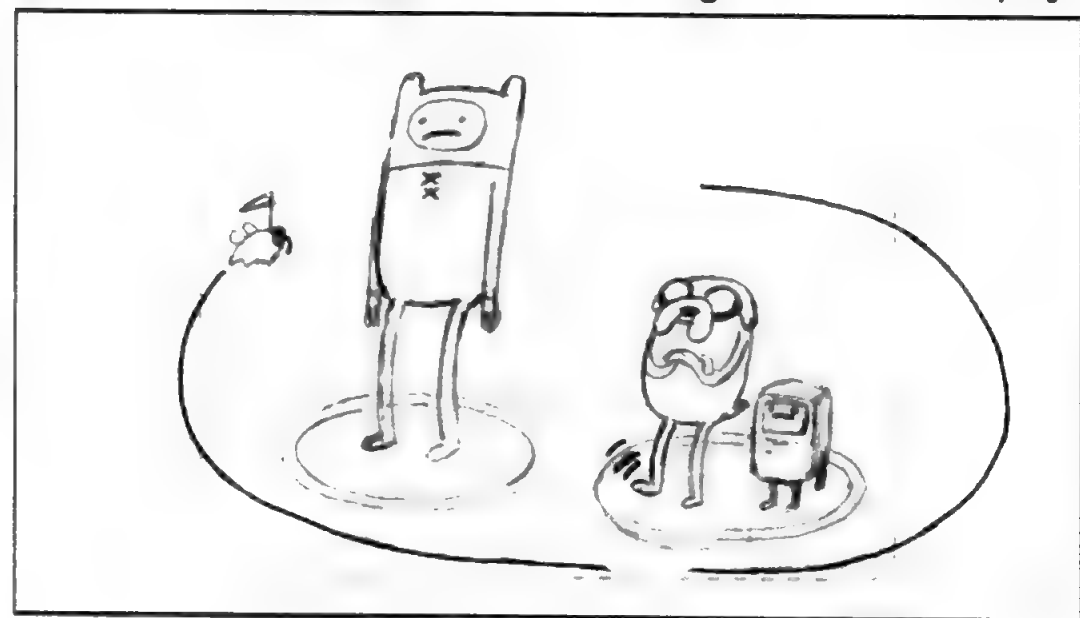
ADVENTURE TIME



Sc. 90 cont Pnl. H Bg. day night



Sc. 90 cont Pnl. I Bg. day night



Dialog:	<u>GF:</u> W O O O O O —————	<u>GF:</u> W O O O O O —————
Action:		
Timing:		

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Production :

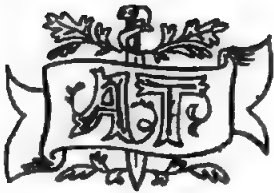
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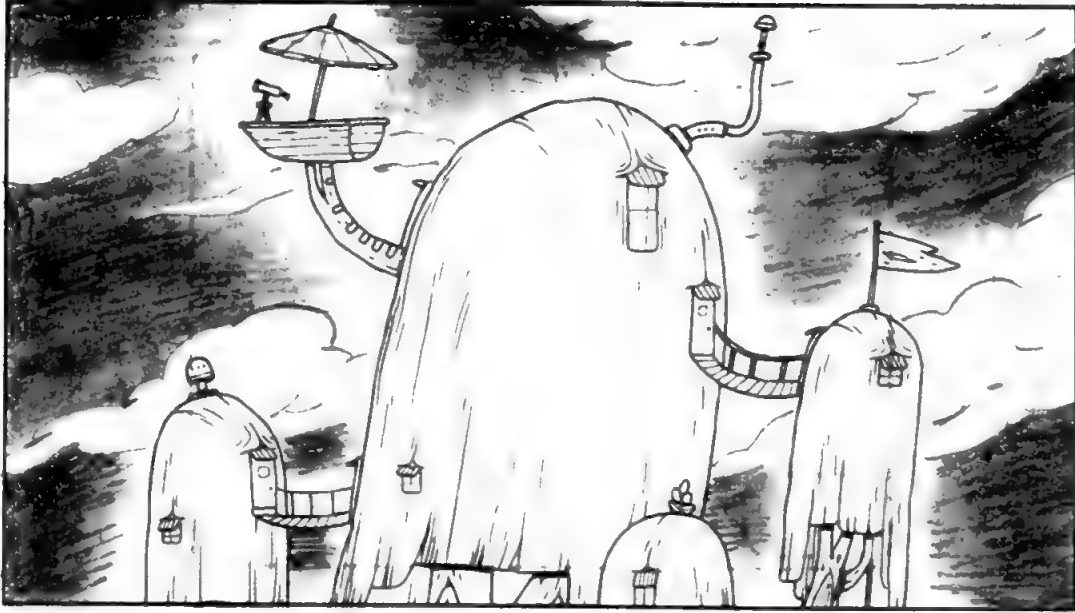
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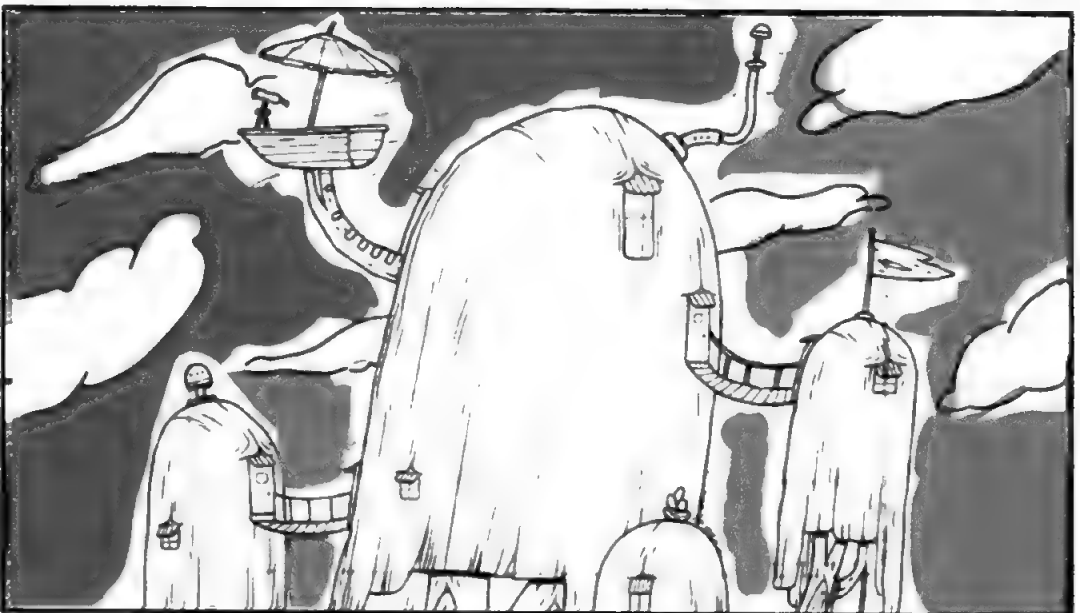
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 cont Pnl. B Bg. day night



Dialog:	GH0ST FLY (0S): W00000	GF(0S): W00000
Action:	CLOUDS MOVE QUICKLY BEHIND TREEHOUSE (POSSIBLY X-DISSOLVES TO SHOW TIME).	
Timing:	APR 23 2014	

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EPISODE #

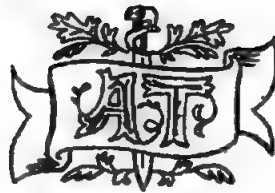
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Production :

1025/181

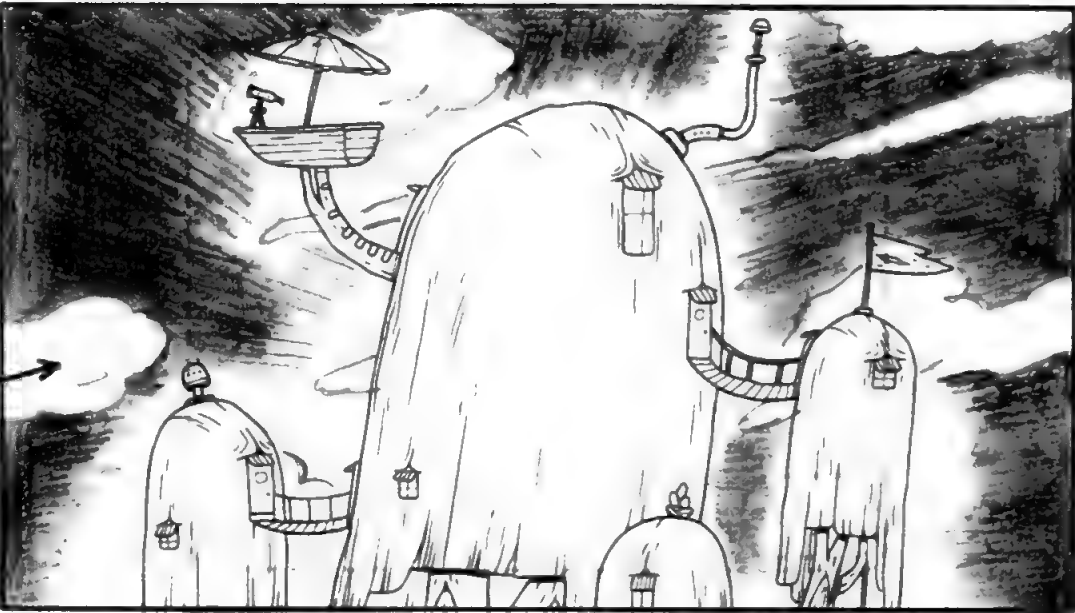
1025/181

ADVENTURE TIME

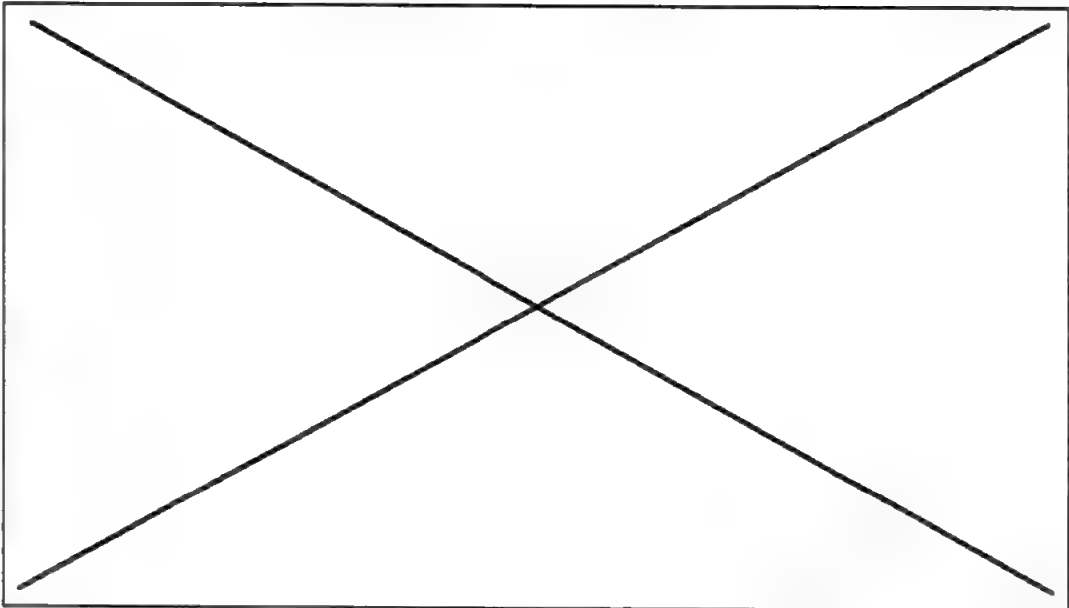


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Sc. 91 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Die	GF(OS): W O O O O O ———
Action:	-TIME LAPSE
Timing:	APR 23 2014

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Production :

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1025/181

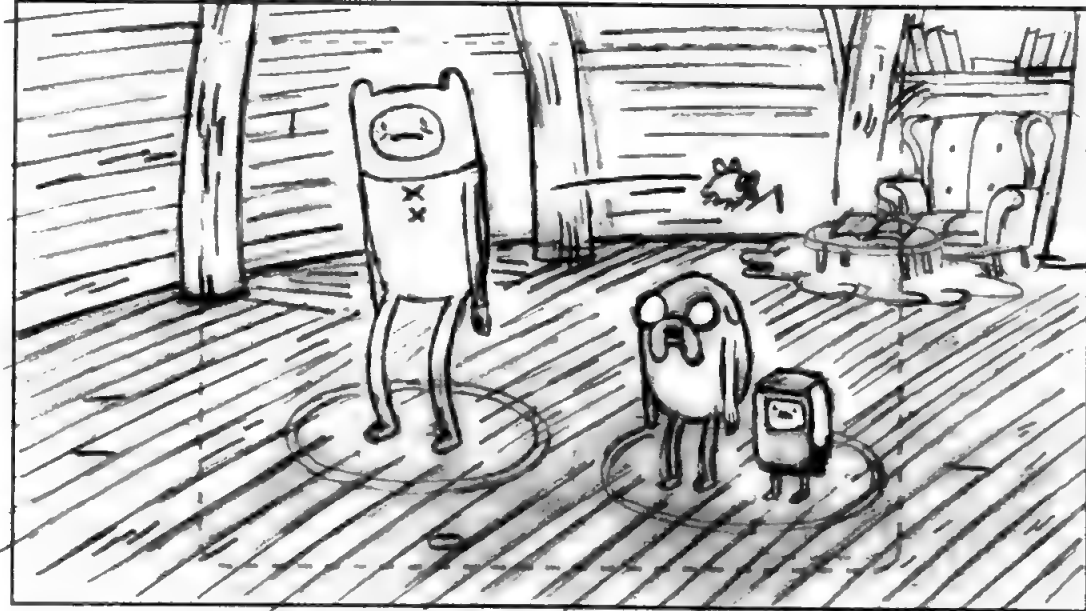
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ADVENTURE TIME

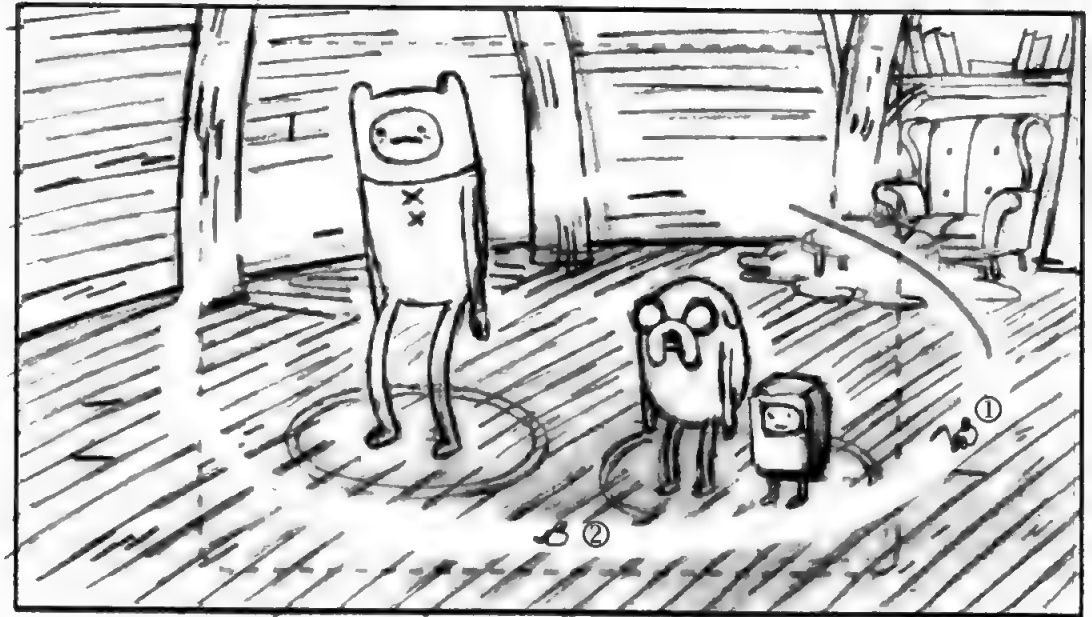


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Sc. 91A Pnl. A Bg. day night



Sc. 91A cont Pnl. B Bg. day night



Dialog:

GF: W O O O O O —————

Action: - (SAME AS BEFORE, BUT MORE BORED LOOKING.)
- GHOST FLY BUZZES AROUND.

Timing:

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Production :

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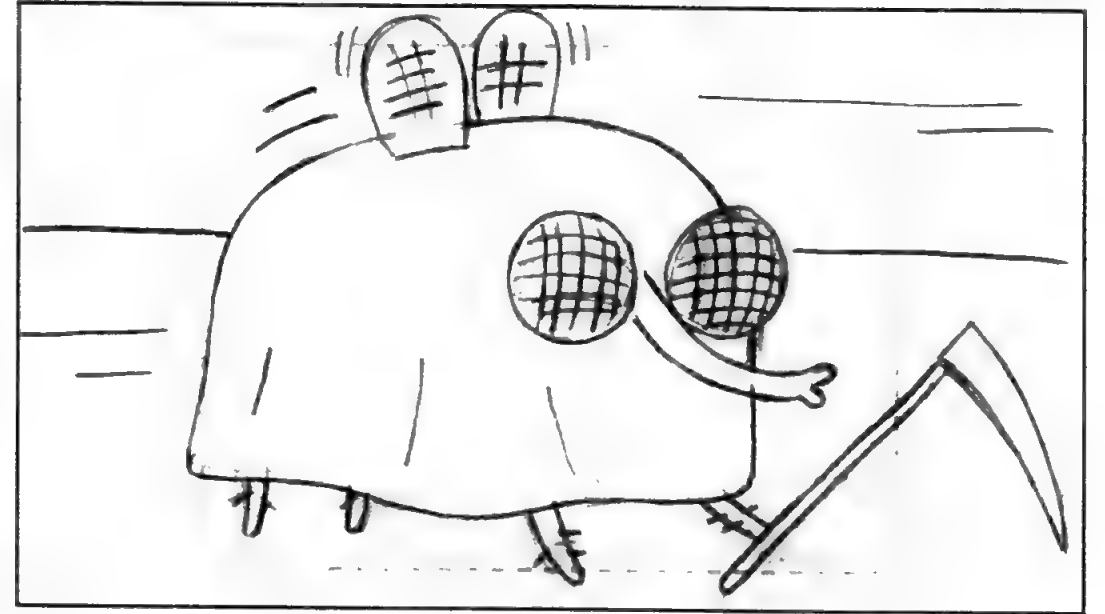
ADVENTURE TIME



Sc. 91A cont Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:

Action:

GHOST FLY PAUSES, AND HOVERS

GHOST FLY HOVERING...

Timing:

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1025-181

1025/181

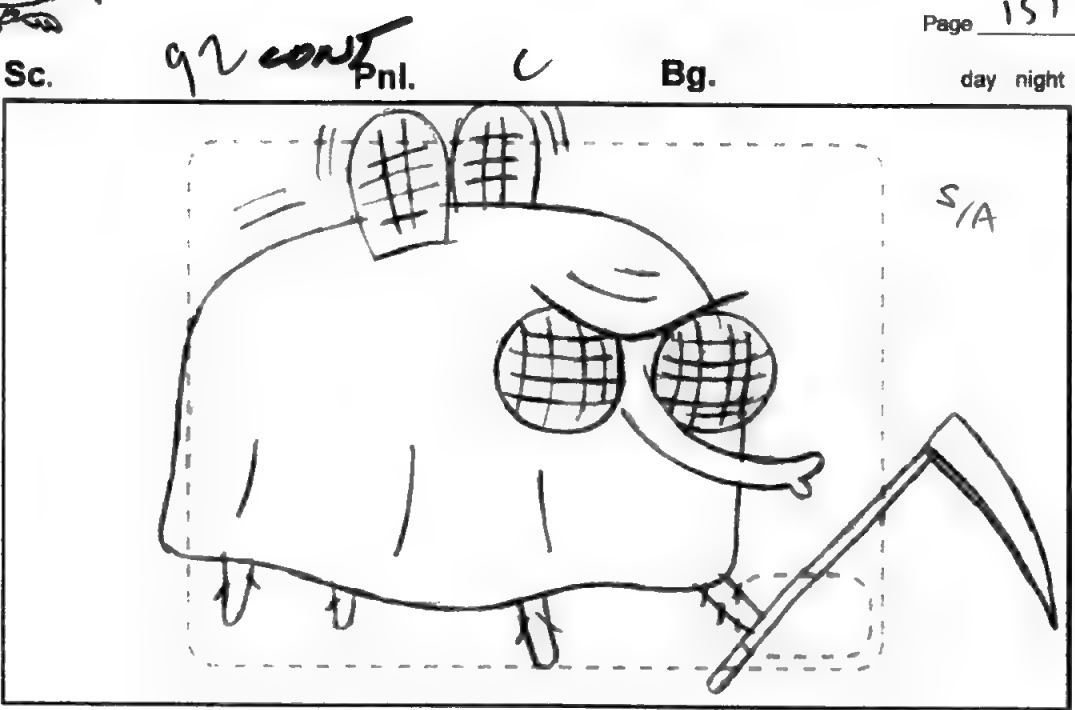
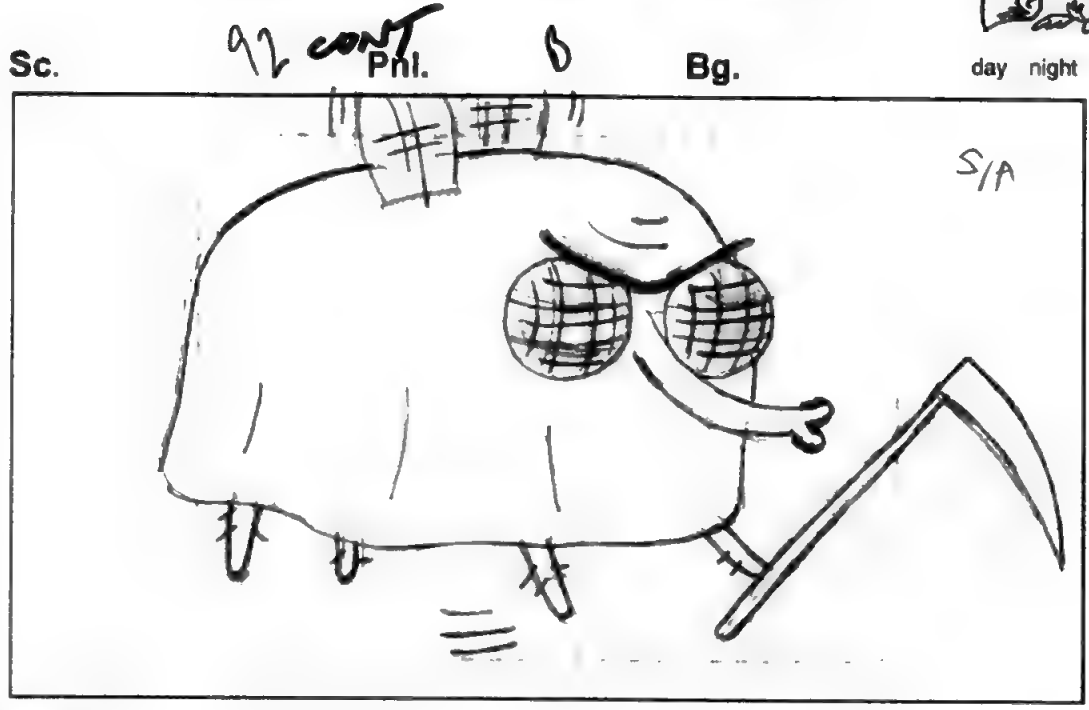
Production :

1025/181

ADVENTURE TIME



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Dialog:	
<u>SFX</u> : *ZZZ *	GHOST FLY: (ANGRY) WOO!
Action:	(CONT. HOVER)
GHOST FLY LOOKS ANNOYED, DISAPPOINTED.	
Timing:	APR 23 2014

1025-181

EPISODE #

1025/181

Production :

1025/181

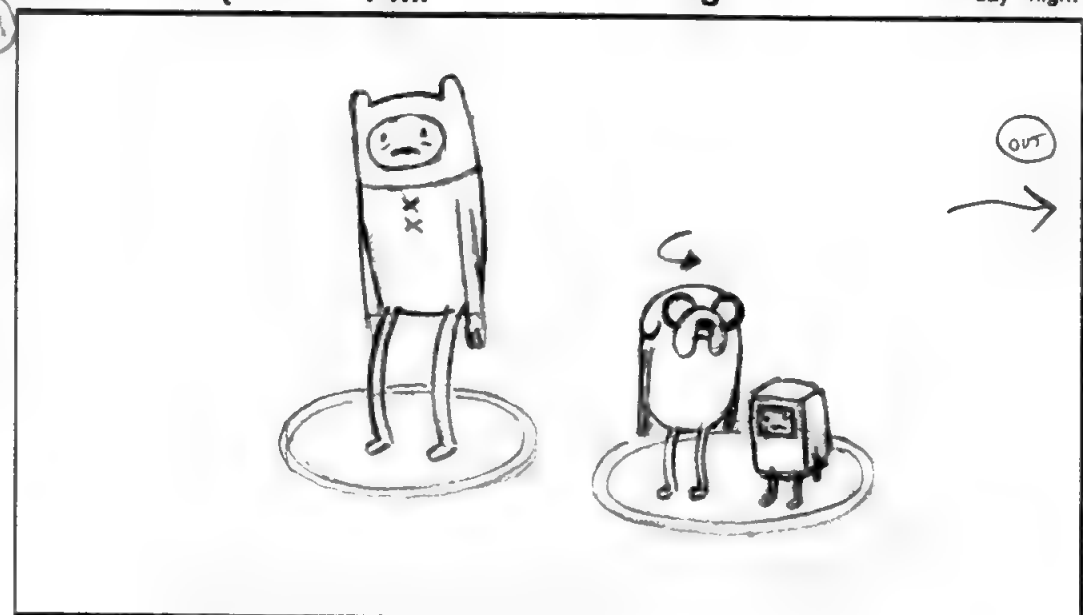
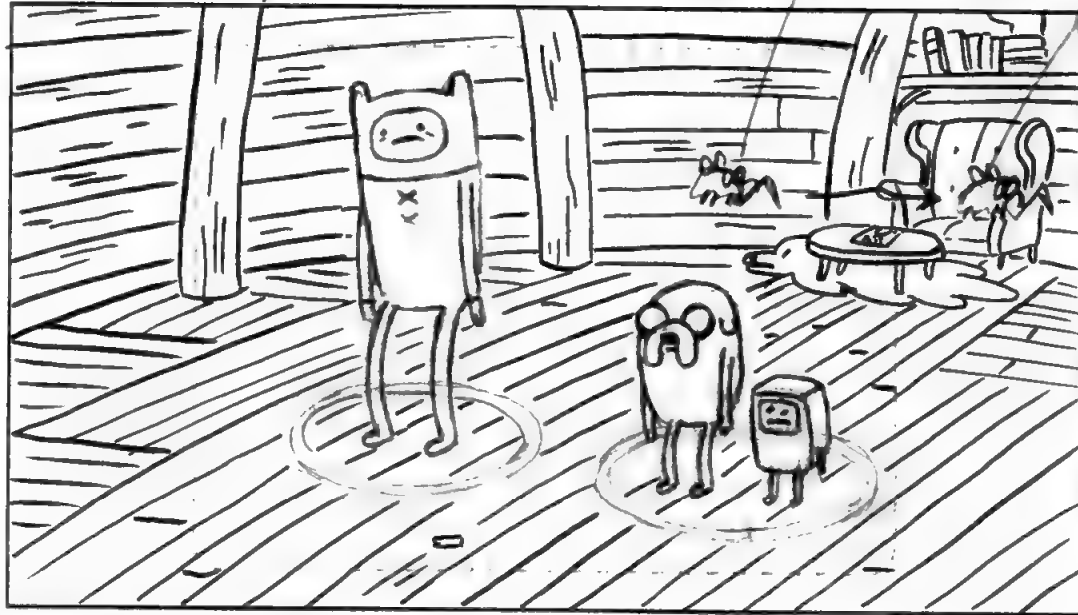
1025/181

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ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night Sc. 93 cont Pnl. 0 Bg. day night



Dialog:

Action:

-G.F. FLOATS OFF/S.

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



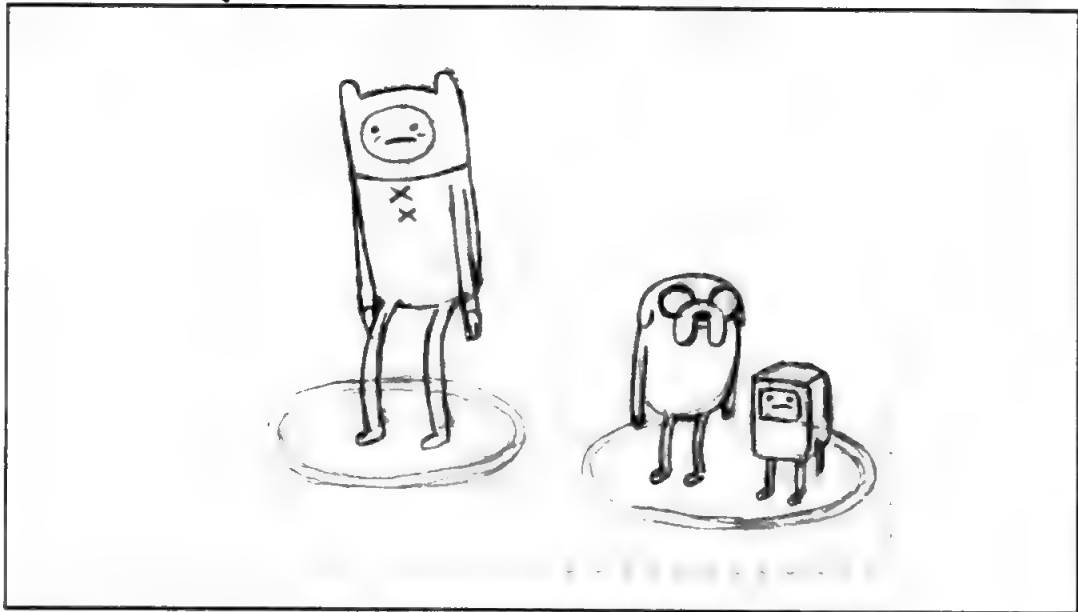
Sc.

93 cont Pnl.

C

Bg.

day night



Sc.

94

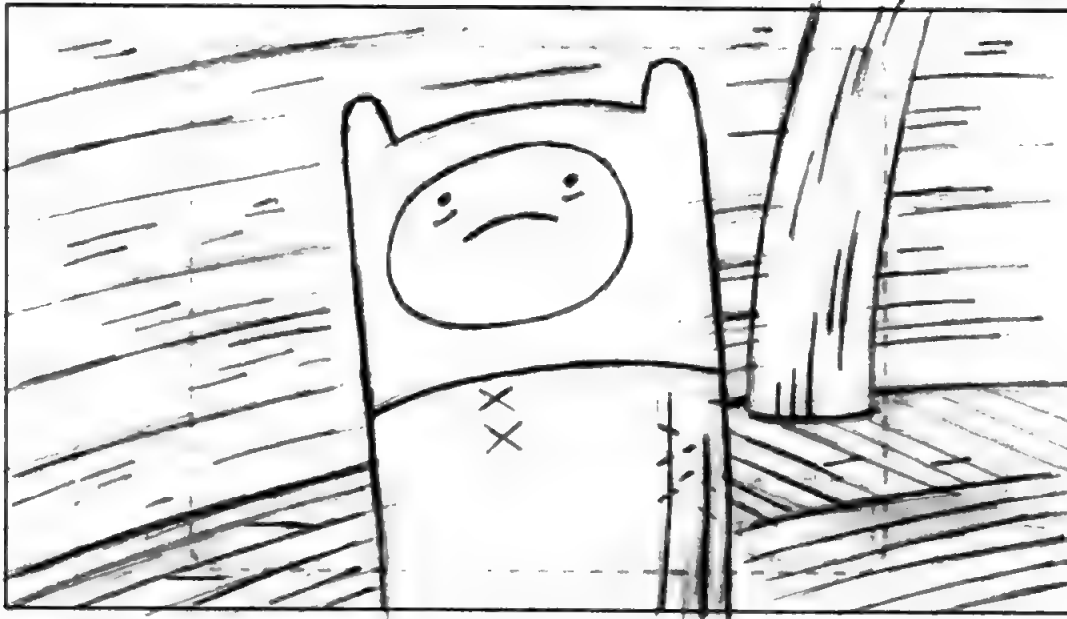
Pnl.

A

Bg.

day night

Page 153



Dialog:

Action:

ON FINN LOOKING BORED.

APR 23 2014

Timing:

EPISODE #

1025-181

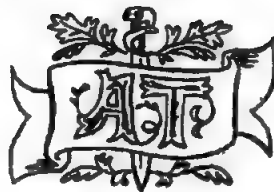
1025/181

Production :

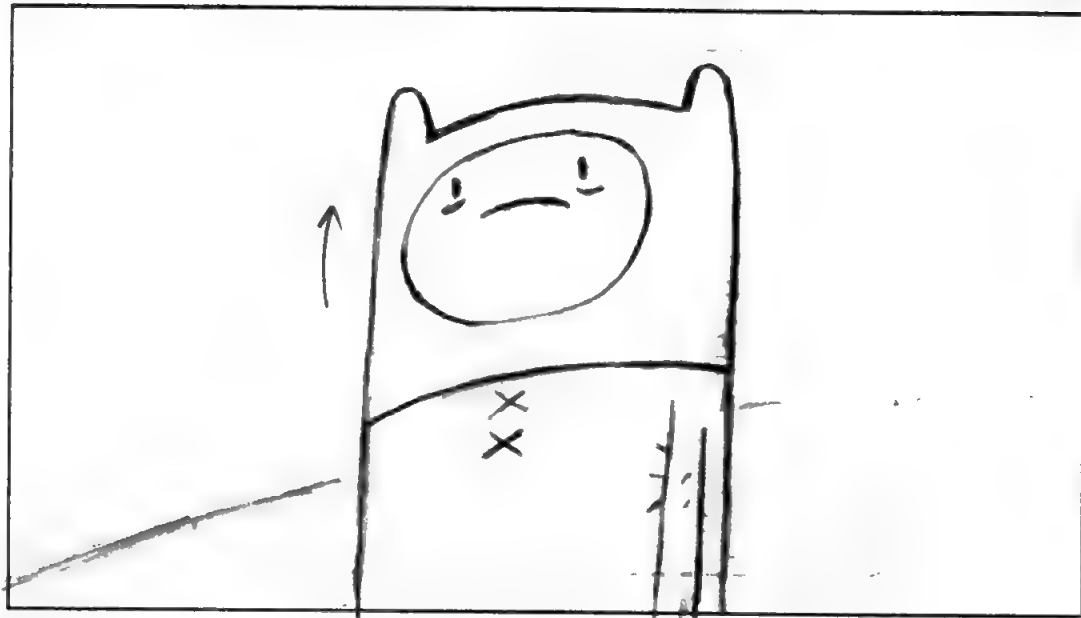
1025/181

1025/181

ADVENTURE TIME

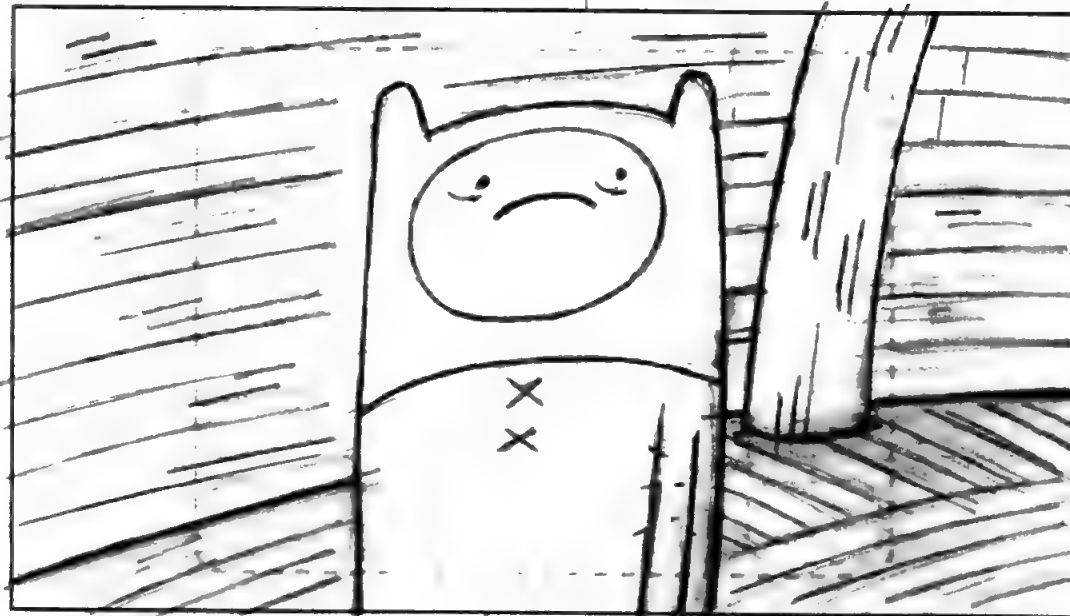


Sc. *94 CONT* Pnl. *b* Bg. day night



Sc. *94 CONT* Pnl. *c* Bg. day night

Page *154*



Dialog:

SFX = FLIP FLIP FLIP FLIP FLIP
(PAGES O.S.)

SFX = FLIP FLIP FLIP

FINN: HMMM.

Action:

FINN REACTS TO THE SOUND OF THE FLIPPING PAGES.

FINN LOOKS BEHIND HIM.

Timing:

APR 23 2014

EPISODE # 1025-181
Production :

ADVENTURE TIME



Page 155

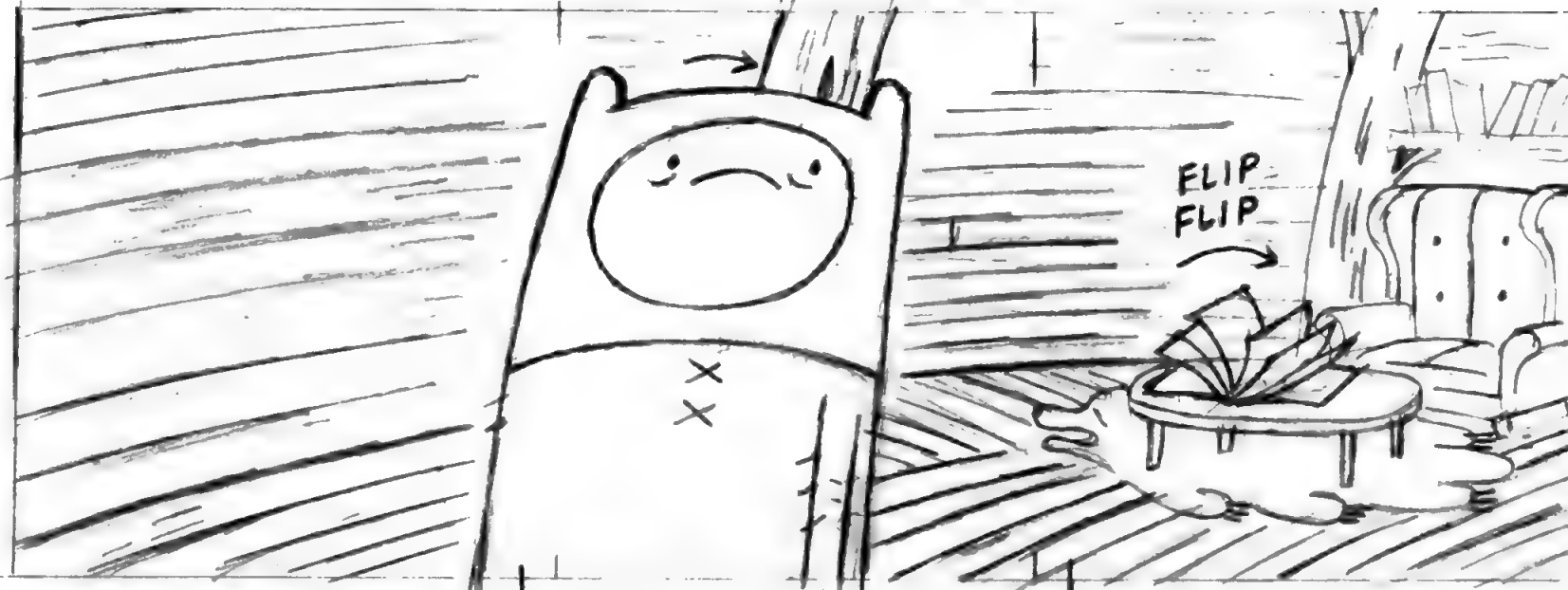
Sc.

94 cont
Pnl.

D

Ba.

day night



STOP

Dialog:

SFX: FLIP FLIP FLIP

Action:

- SHIFT FINN, LOOKING BEHIND HIM.
- PAN OVER TO MAGAZINE.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

1025/181

START

ADVENTURE TIME

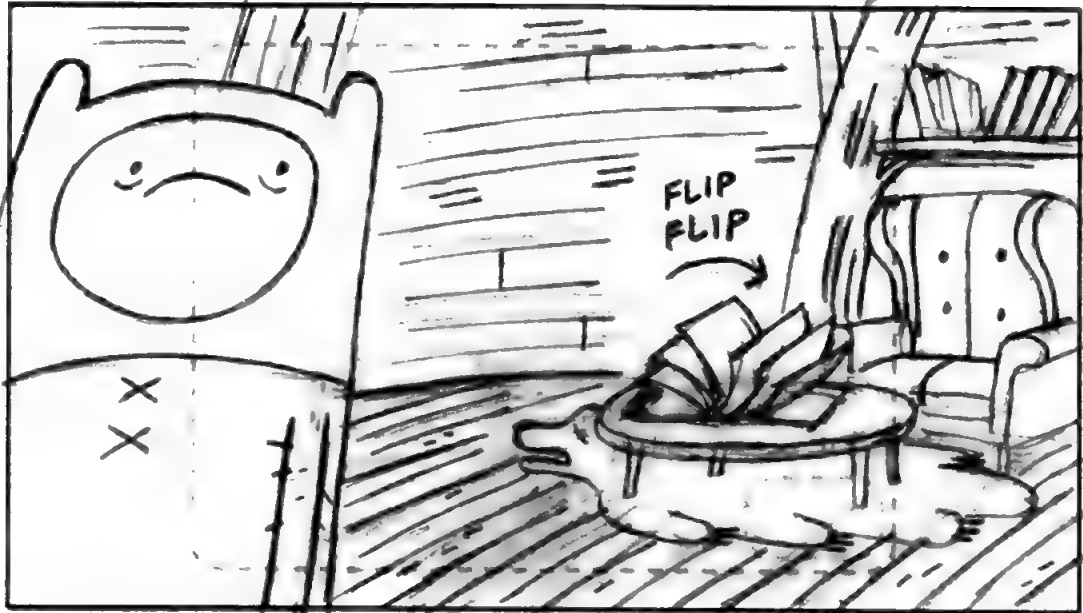


Sc.

94 cont Pnl. 6

Bg.

day night

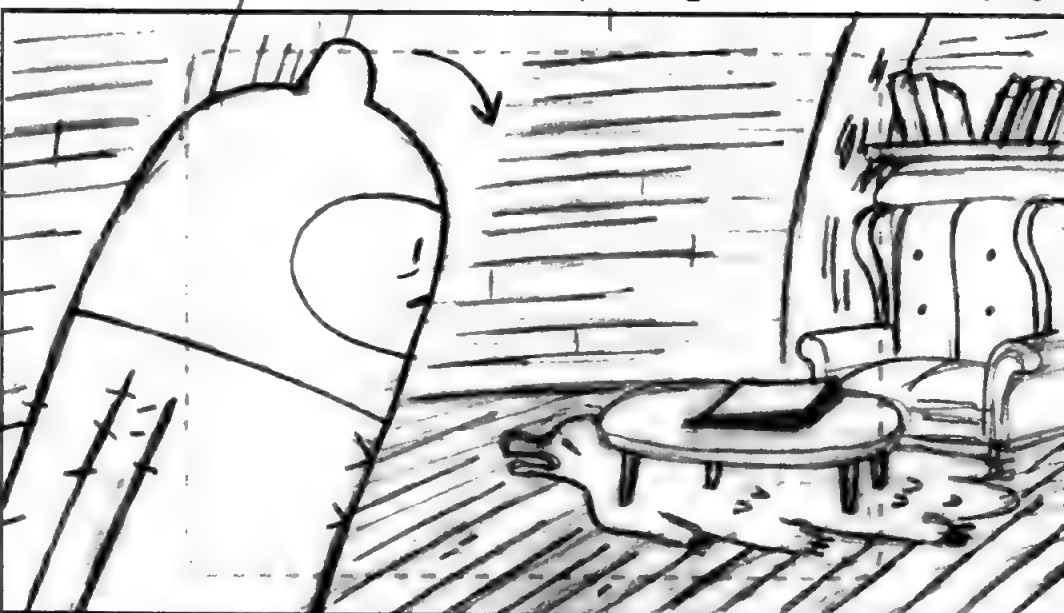


Sc.

94 cont Pnl. 8

Bg.

day night



Page 156

Dialog:

SFX: FLIP FLIP FLIP

Action:

- END OF PAN.
- MAGAZINE PAGES FLIP.

- FINN TURNS AROUND.
- PAGES STOP FLIPPING.

APR 23 2014

Timing:

Production :

EPISODE #

1025-181

1025/181

1025/181

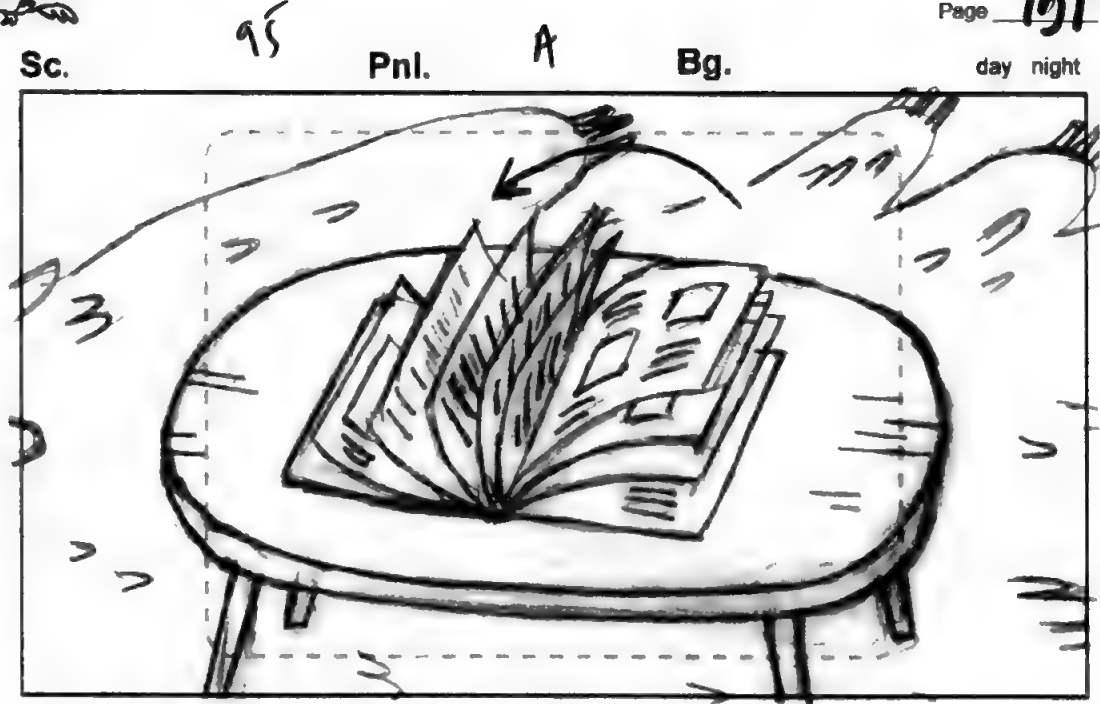
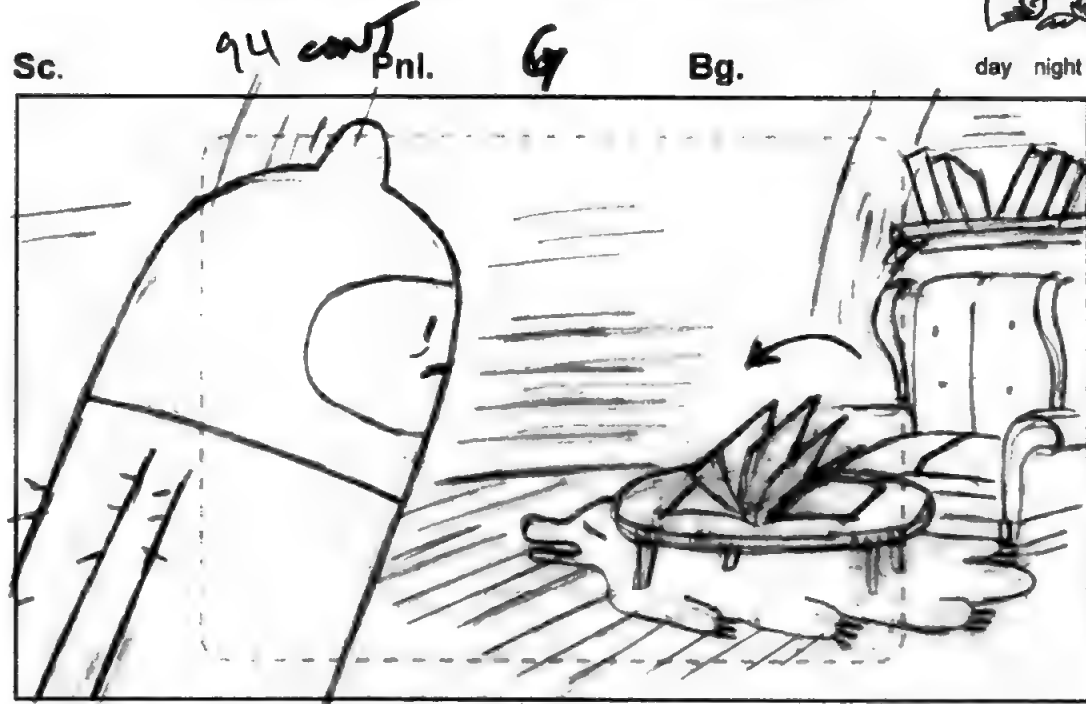
1025/181

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ADVENTURE TIME



Page **157**
day night



Dialog:

SFX: FLIP FLIP FLIP FLIP

SFX: FLIP FLIP FLIP FLIP FLIP

Action:

PAGES FLIP, IN THE OTHER DIRECTION.

- CONT. PAGES FLIPPING.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

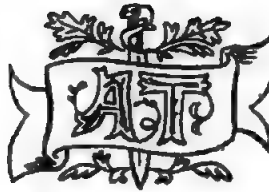
Production :

1025/181

1025/181

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ADVENTURE TIME

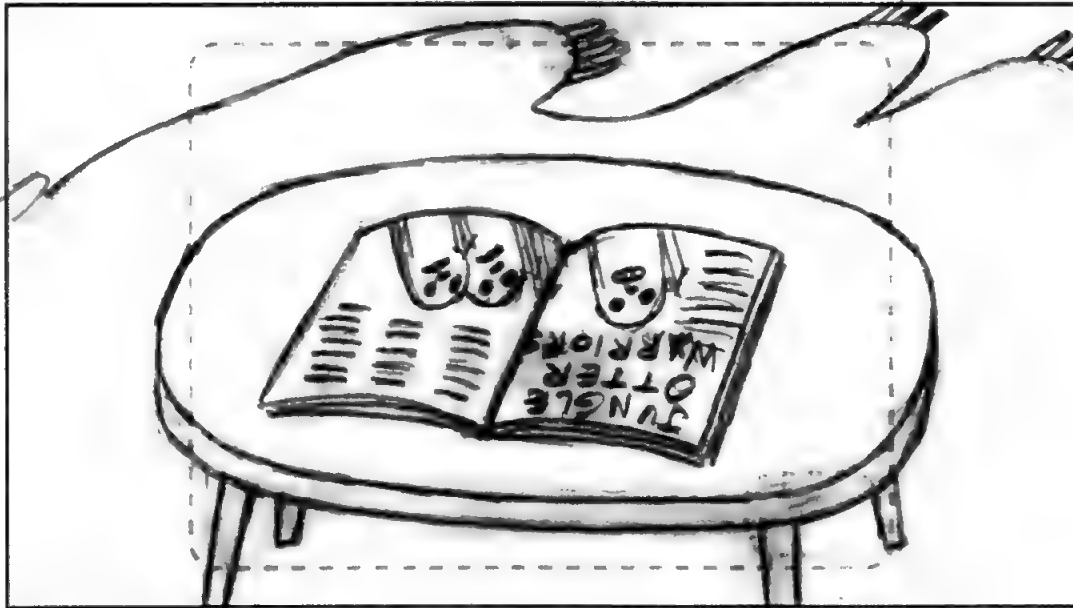


Sc.

95 cont Pnl. B

Bg.

day night



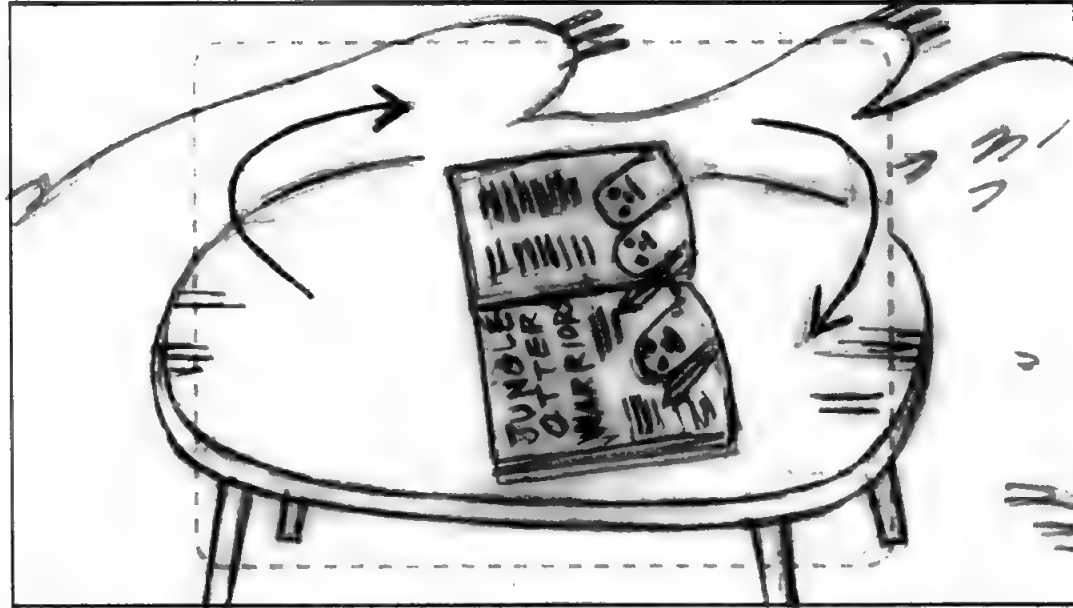
Sc.

95 cont Pnl. C

Bg.

Page 158
day night

158
NOV 159



Dialog:

SFX: * SHFF *

Action:

- PAGES STOP FLIPPING (AT THE OTTER STORY).

- MAGAZINE ROTATES.

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

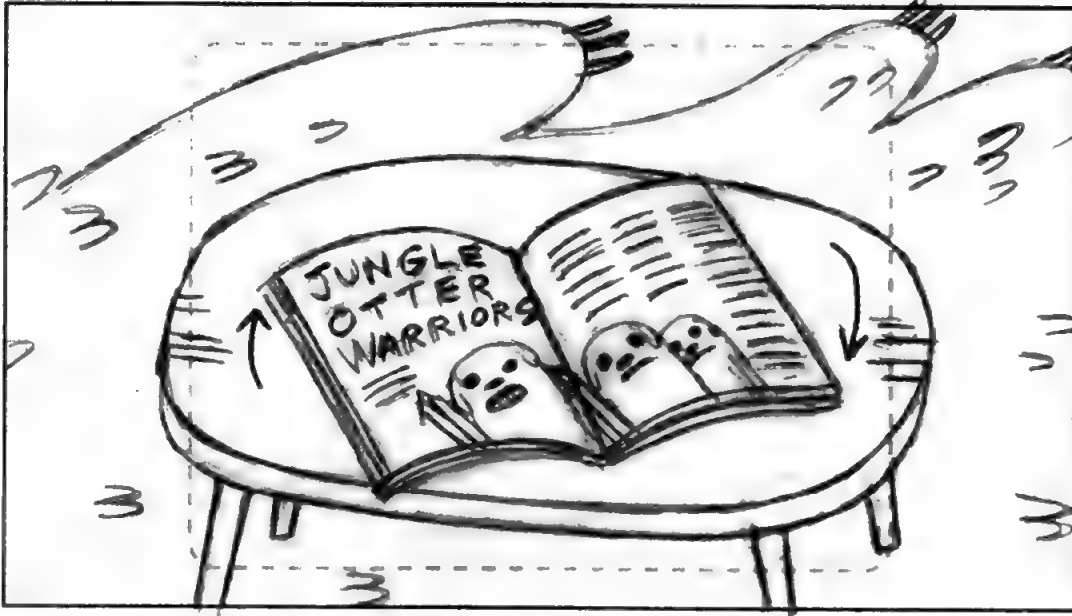
1025/181

ADVENTURE TIME



Page 160
160A NEXT
day night

Sc. 95 *CONT* Pnl. D Bg. day night



Sc. 95 *CONT* Pnl. E Bg. day night



Dialog:	
Action:	<i>CONT. MAGAZINE ROTATING.</i> <i>MAGAZINE SETTLES.</i> APR 23 2014
Timing:	

1025-181

EPISODE #

1025/181

Production :

1025/181

1025/181

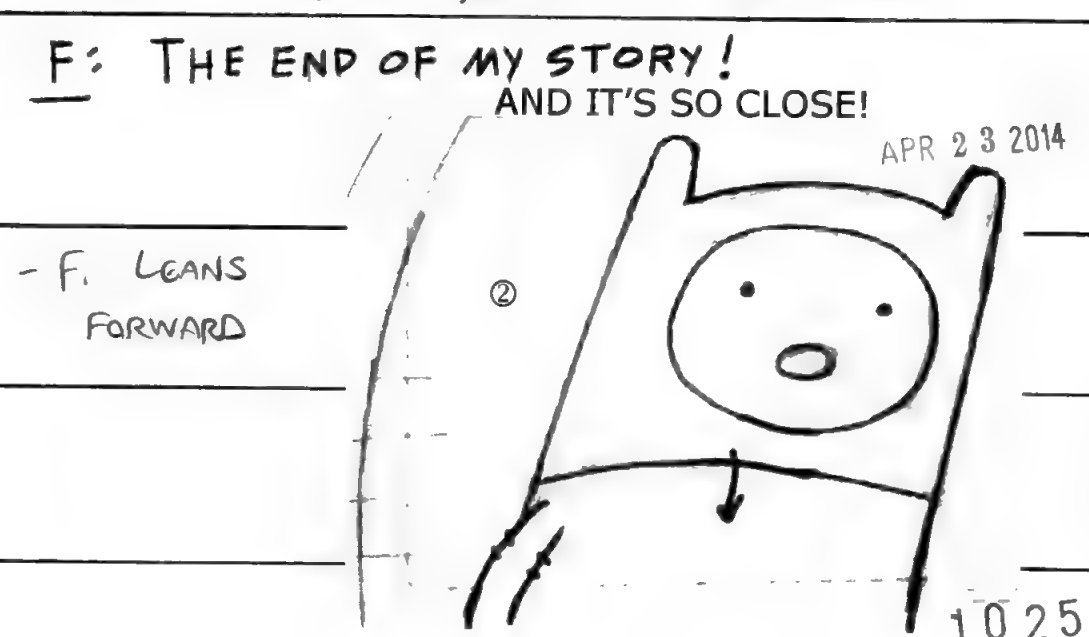
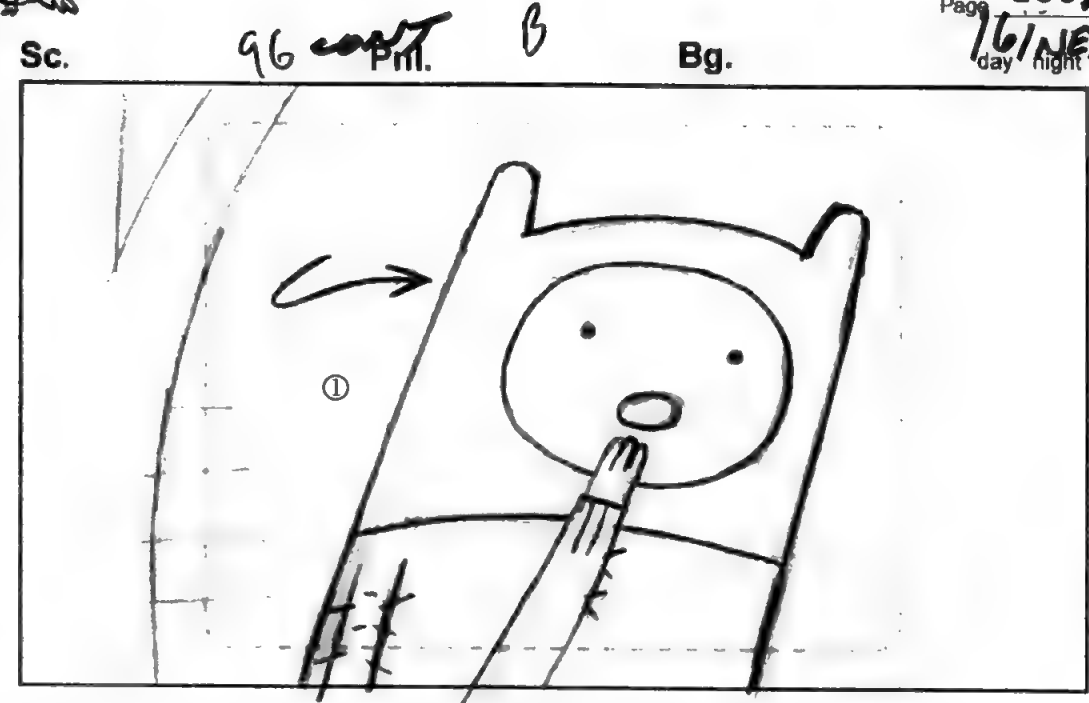
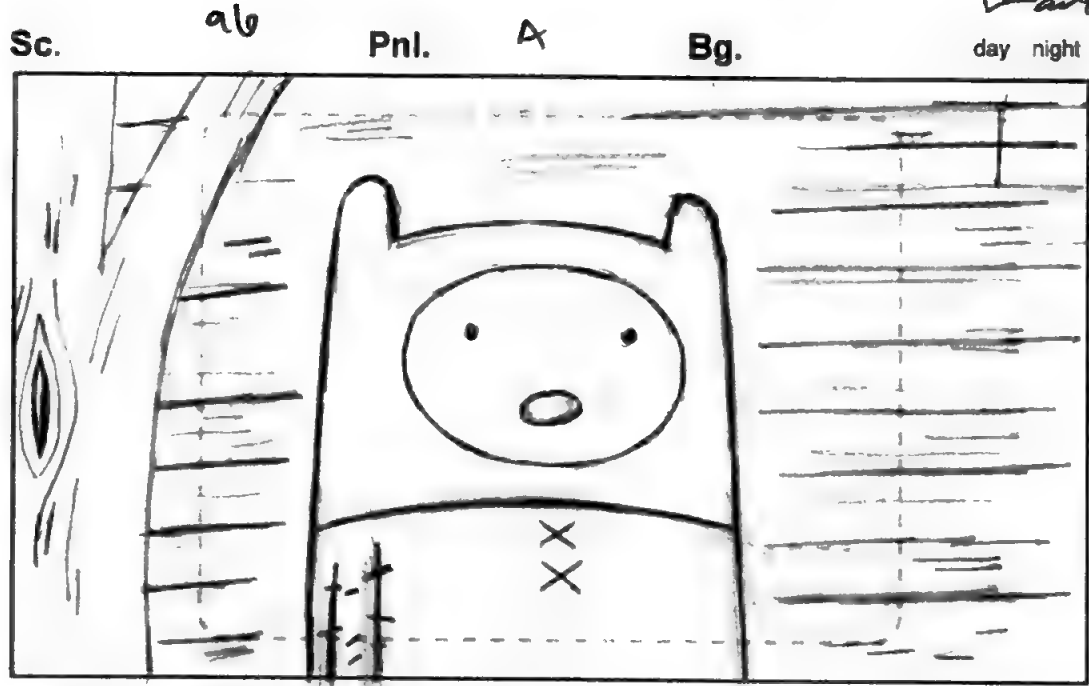
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ADVENTURE TIME



NO
SC
97

Page 160A
161 NEXT
day night



1025-181

EPISODE #

1025/181

Production :

1025/181

1025/181

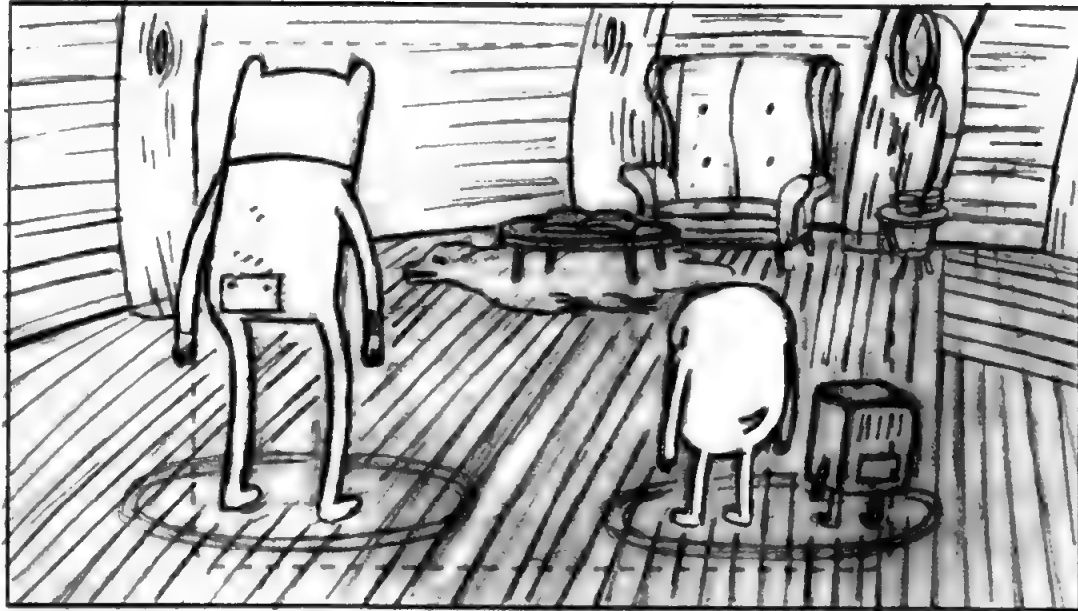
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ADVENTURE TIME

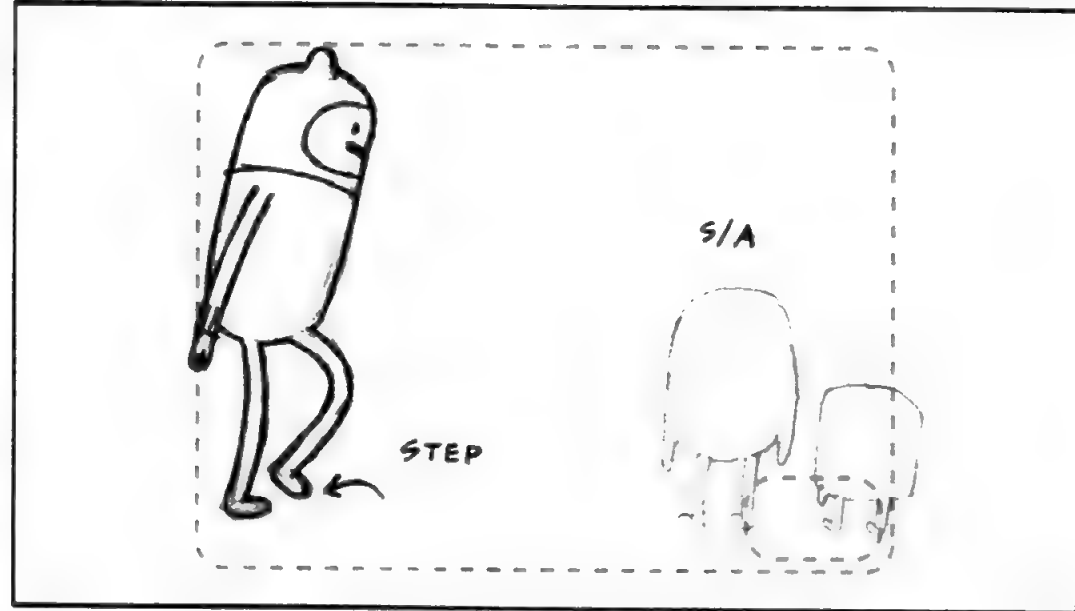


Page 161

Sc. 98 Pnl. A Bg. day night



Sc. 98 ~~cont~~ Pnl. B Bg. day night



Dialog:

J: DON'T DO IT, BRO. IT'S A TRAP.

F: I KNOW. . . IT'S AN OBVIO TRAP.

F: BUT WAIT...

Action:

FINN TURNS AROUND
IN HIS CIRCLE.

APR 23 2014

Timing:

1025-181

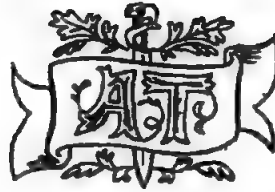
EPISODE #

1025/181

Production :

1025/181

ADVENTURE TIME



Sc.

98 cont
Pnl.

C

Bg.

day night

Sc.

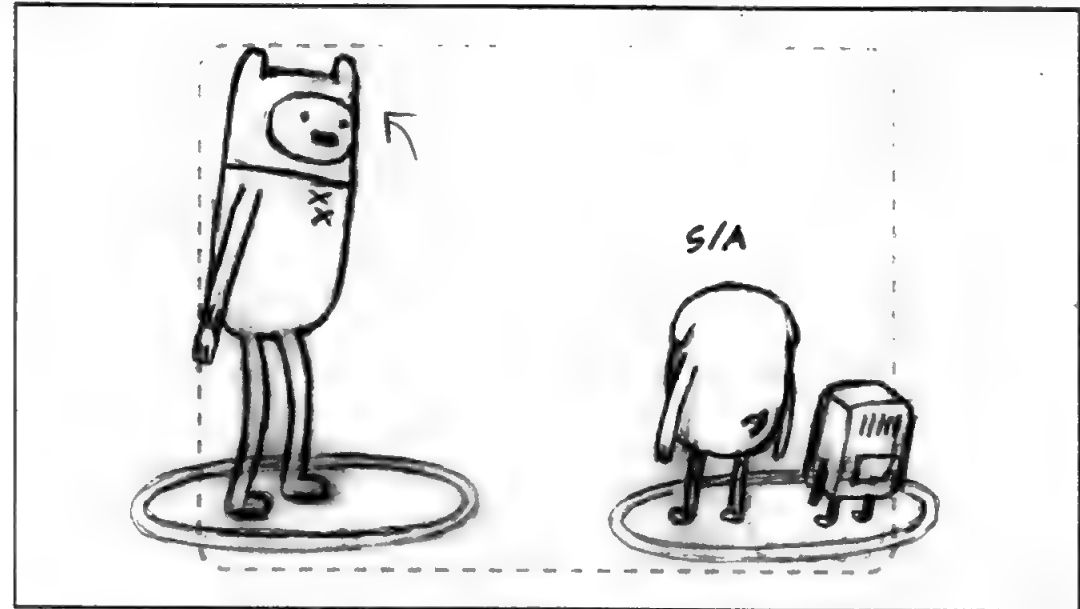
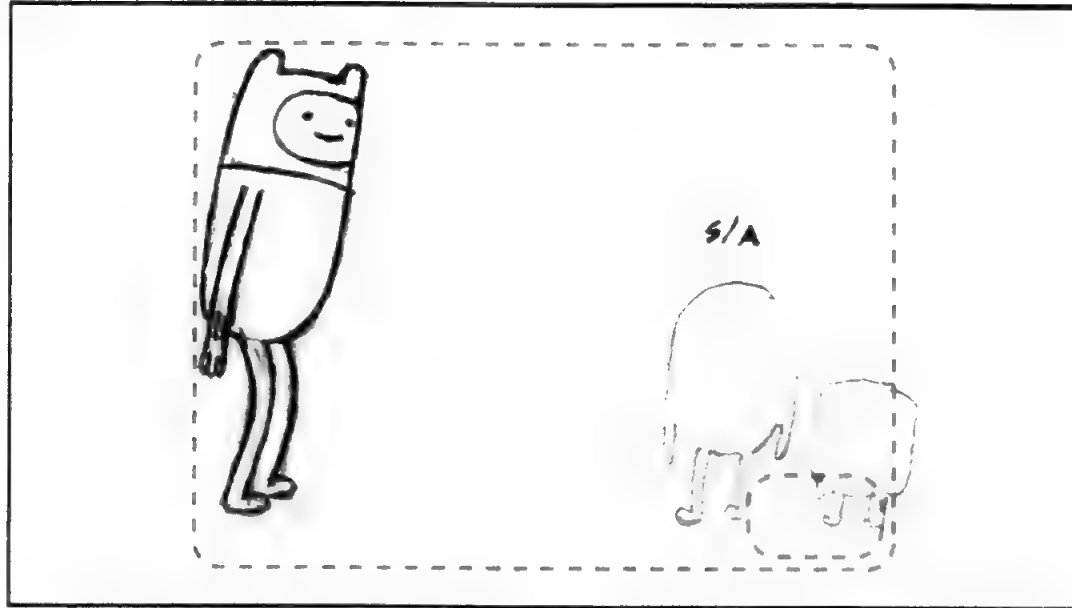
98 cont
Pnl.

0

Bg.

day night

Page 162



Dialog:

F: ... WHAT IF ...

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

Production :

1025/181

1025/181

ADVENTURE TIME

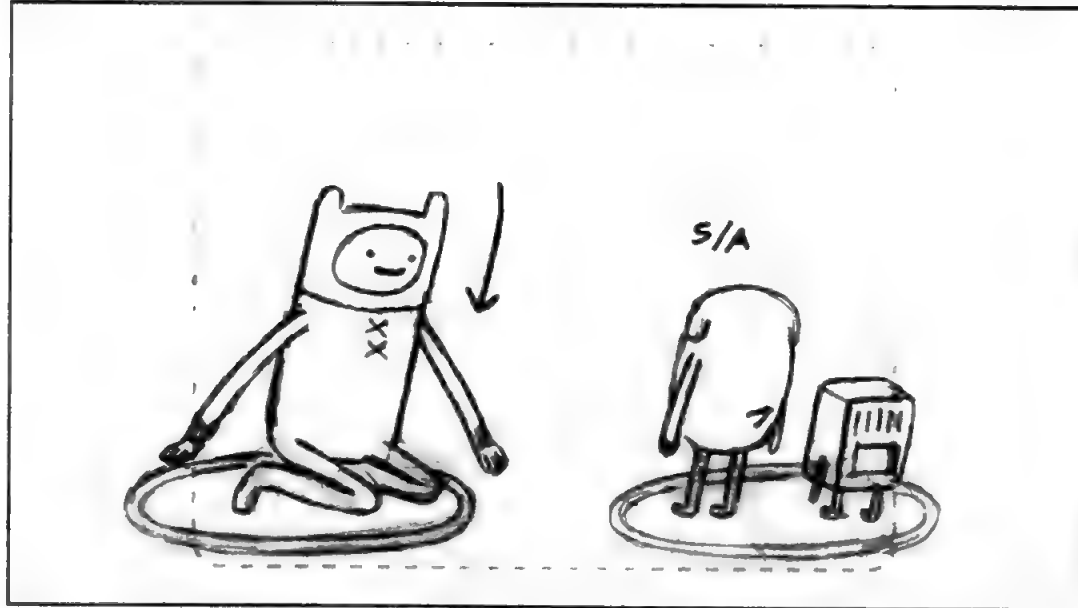


Sc.

98 cont Pnl. 6

Bg.

day night



Dialog:

Action:

- FINN KNEELS ON FLOOR.

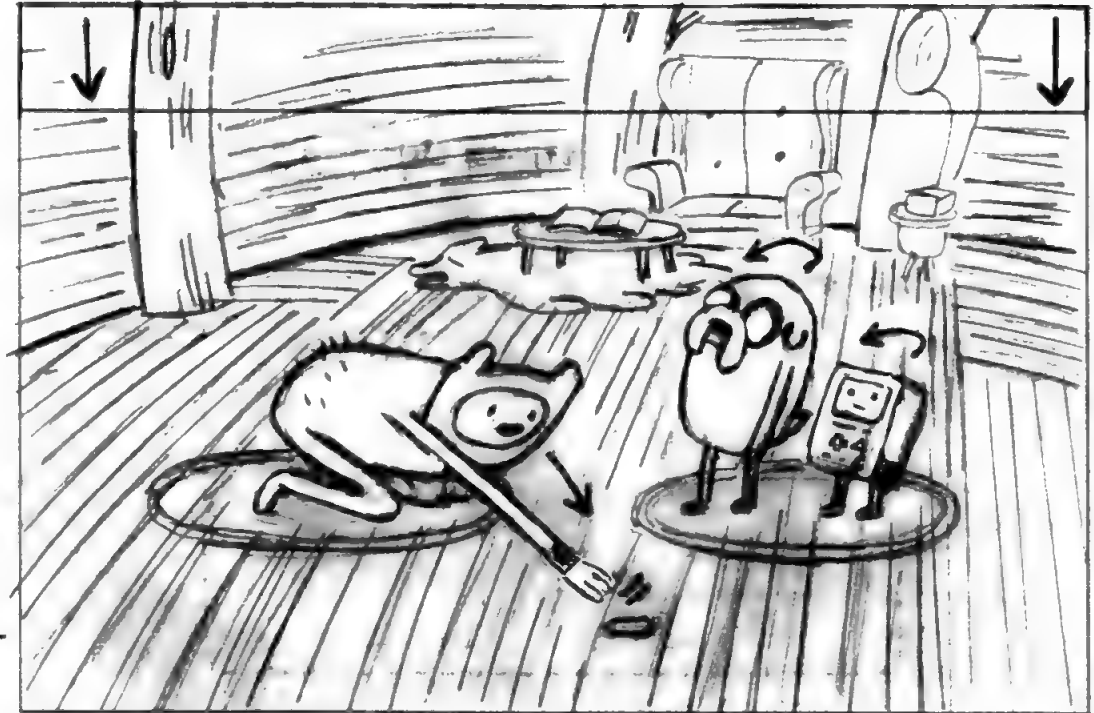
Timing:

Sc.

98 cont Pnl. F

Bg.

day night



F: WATCH THIS.

- FINN REACHES FOR CHALK,
BUT CAN'T REACH IT.

APR 23 2014

CAMERA: PAN DOWN W ACTION

Page 163

START

1025-181

EPISODE #

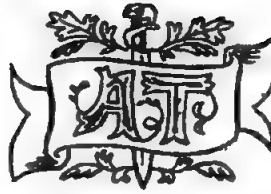
1025/181

STOP

Production :

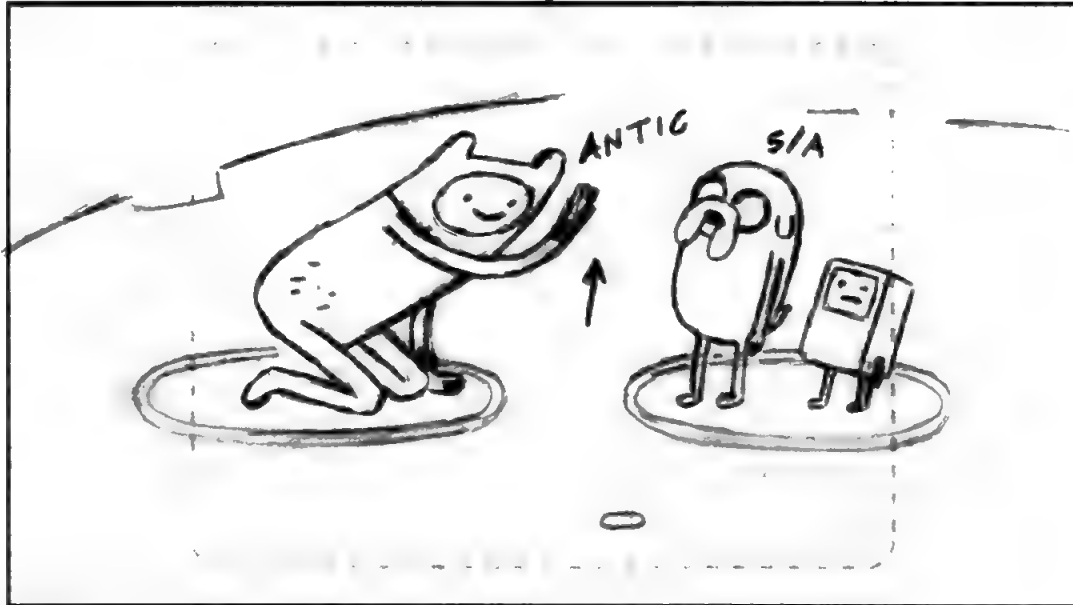
1025/181

ADVENTURE TIME

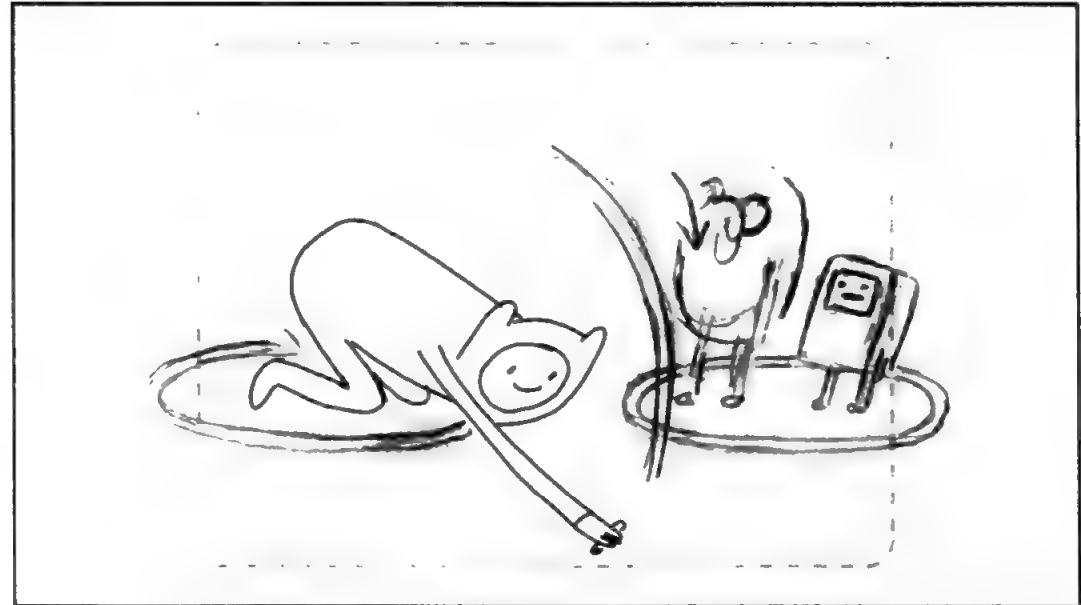


Page 164

Sc. 98 cont Pnl. G Bg. day night



Sc. 98 cont Pnl. H Bg. day night



Dialog:

Action:

**FINN ANTICS GRABBING
THE CHALK.**

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

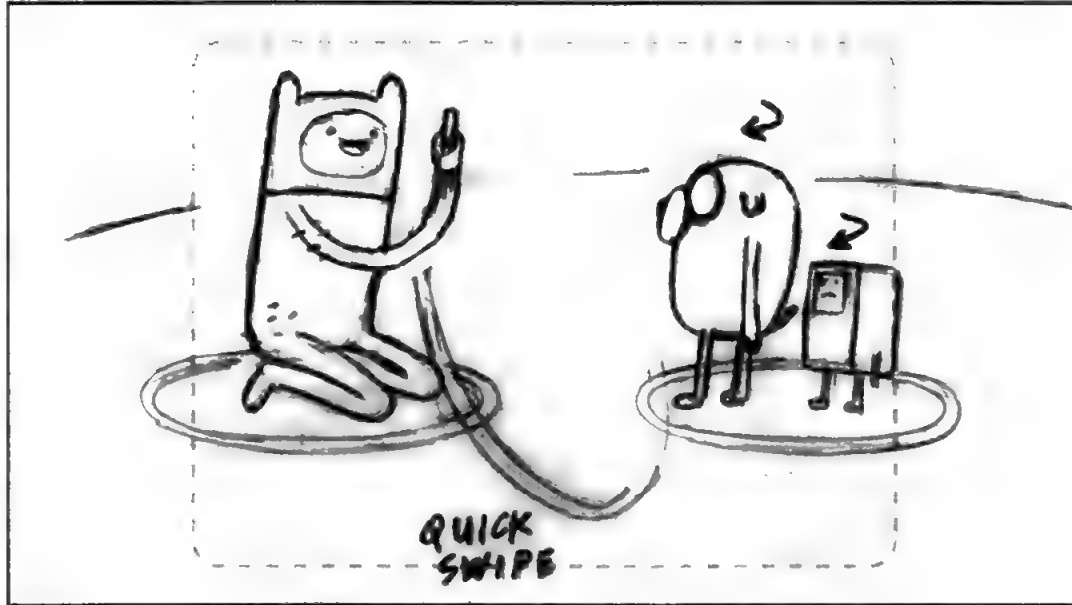
1025/181

ADVENTURE TIME

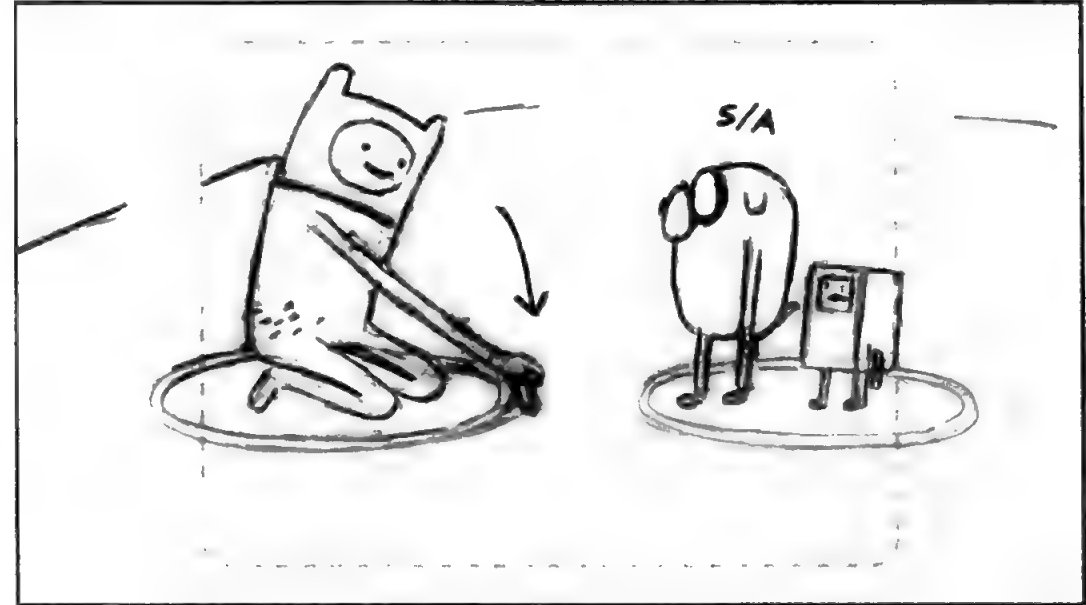


Page 165

Sc. 98 cont Pnl. 1 Bg. day night



Sc. 98 cont Pnl. 5 Bg. day night



Dialog:

F: HA

Action:

FINN GRABS CHALK.

FINN STARTS DRAWING
A CHALK LINE.

APR 23 2014

Timing:

EPISODE #

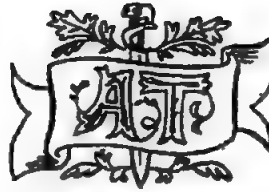
1025-181

Production :

1025/181

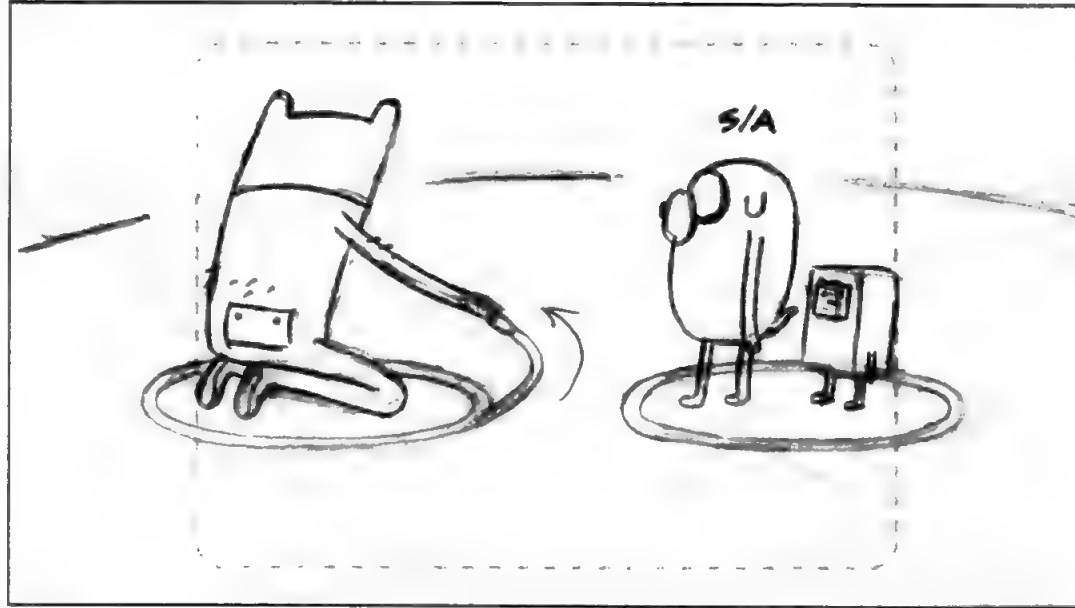
1025/181

ADVENTURE TIME

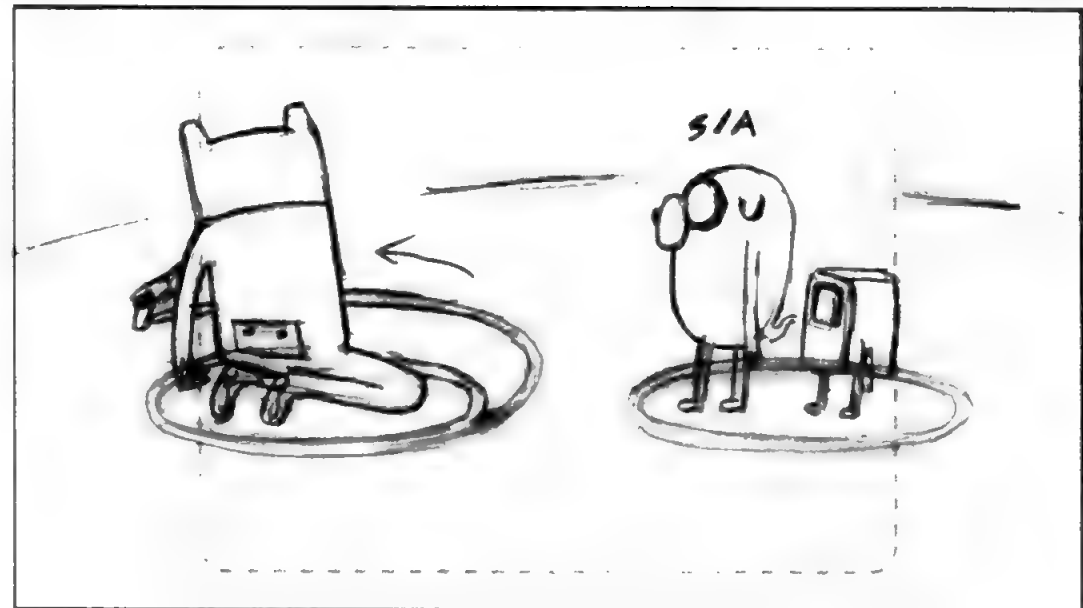


Page 166

Sc. 98 cont Pnl. ✓ Bg. day night



Sc. 98 cont Pnl. ✓ Bg. day night



Dialog:

SFX: SH KK

Action:

Timing:

APR 23 2014

EPISODE #

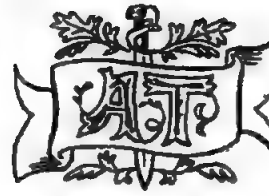
1025-181

1025/181

Production :

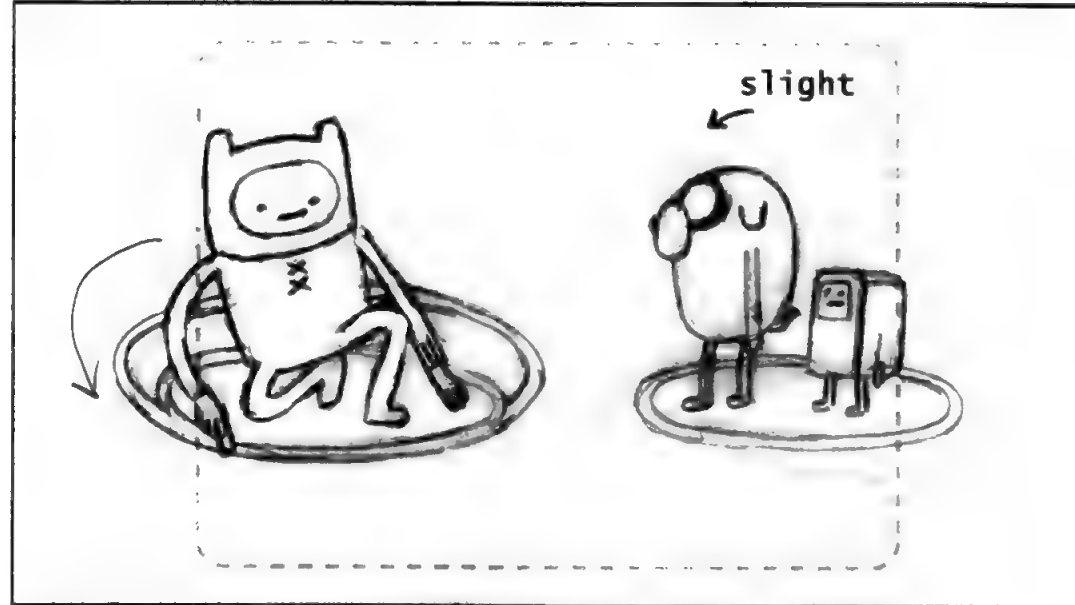
1025/181

ADVENTURE TIME

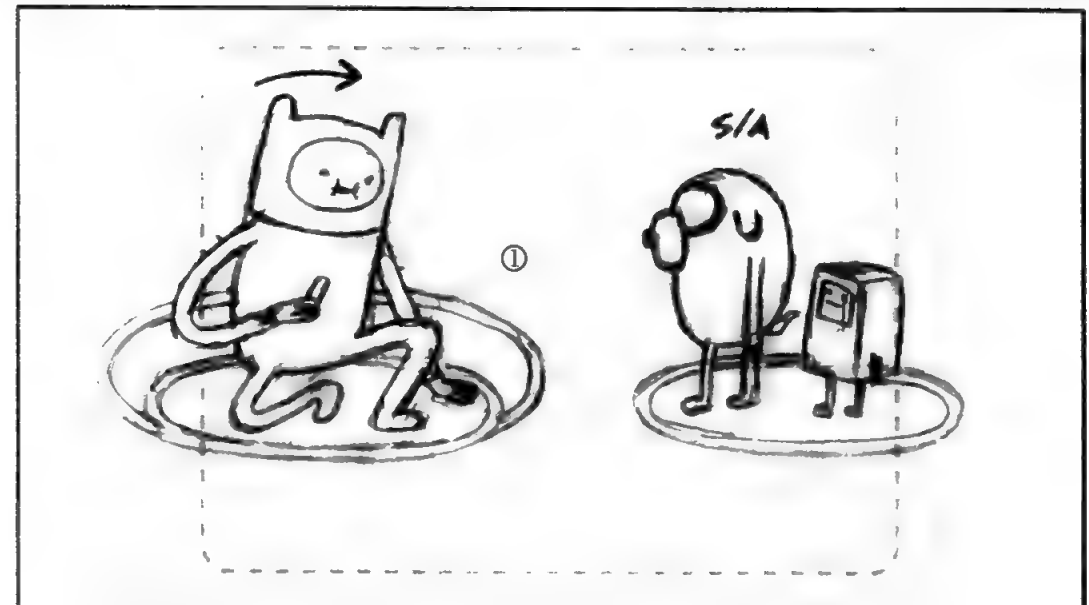


Page 167

Sc. 98 cont Pnl. M Bg. day night



Sc. 98 cont Pnl. N Bg. day night



Dialog:	F: MM?
Action:	
Timing:	APR 23 2014



EPISODE # 1025-181

Production :

1025/181

1025/181

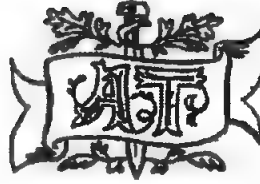
1025/181

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1025/181

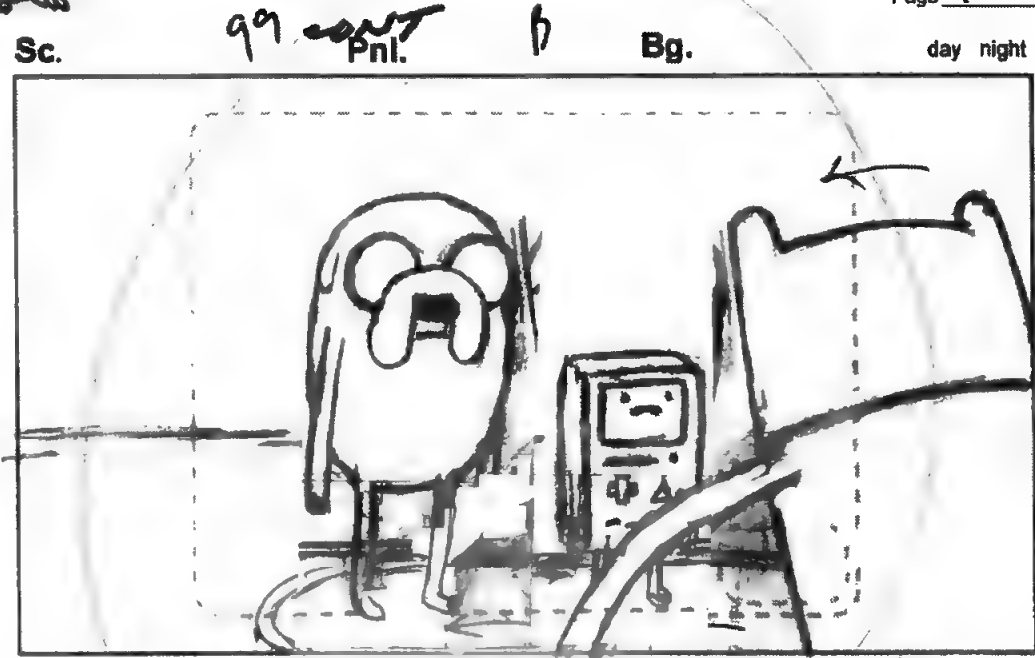
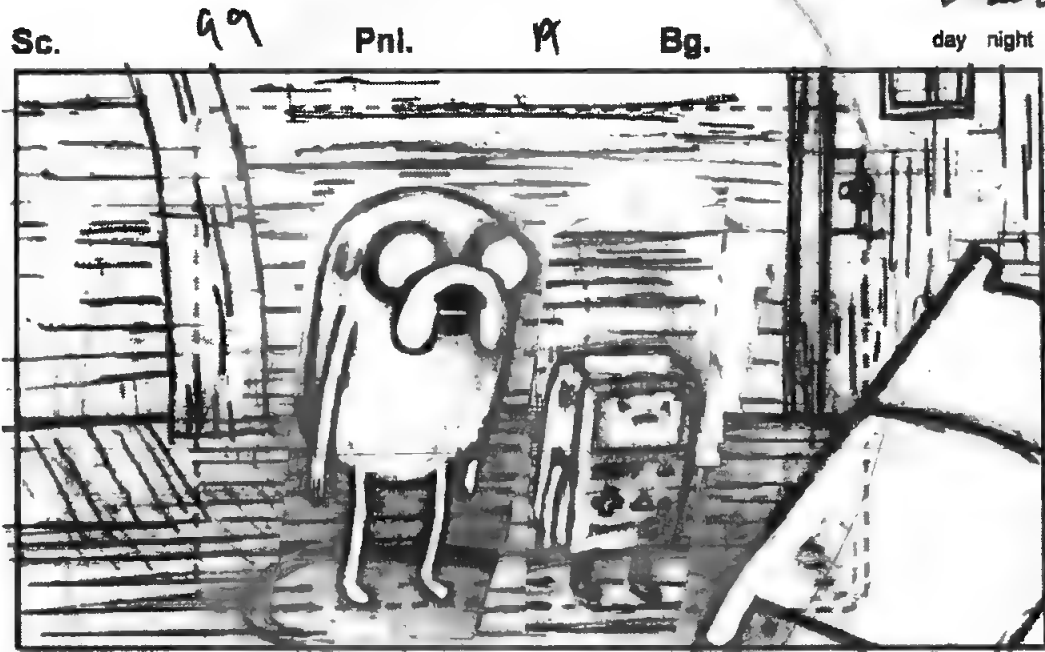
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ADVENTURE TIME



REVISED
05/06/2014

Page 168
day night



Dialog:

J: DUDE, WHAT'RE YOU ...

F: IF I EXTEND...

SFX: *SHKK

Action:

- F. DRAWS W/ CHALK AGAIN.

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

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ADVENTURE TIME



REVISED

05/06/2014

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Sc.

99 cont Pnl.

C

Bg.

day night



Sc.

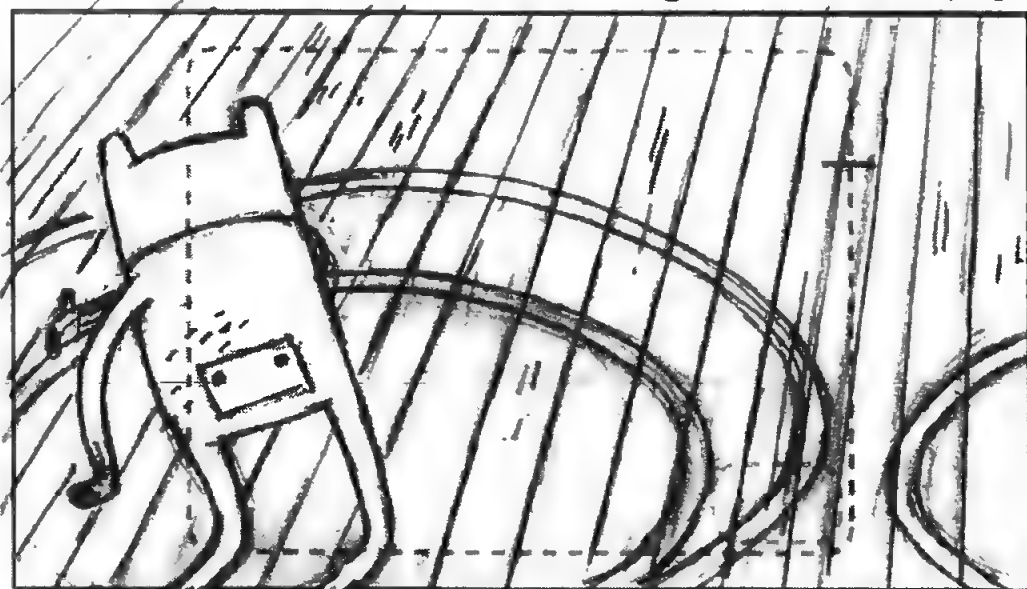
160

Pnl.

A

Bg.

day night



Dialog:

F: ...THE CIRCLE...

Action:

Timing:

APR 23 2014

Production :

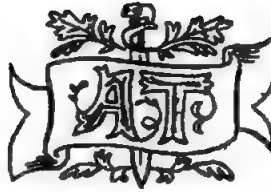
EPISODE # 1025-181

1025/181

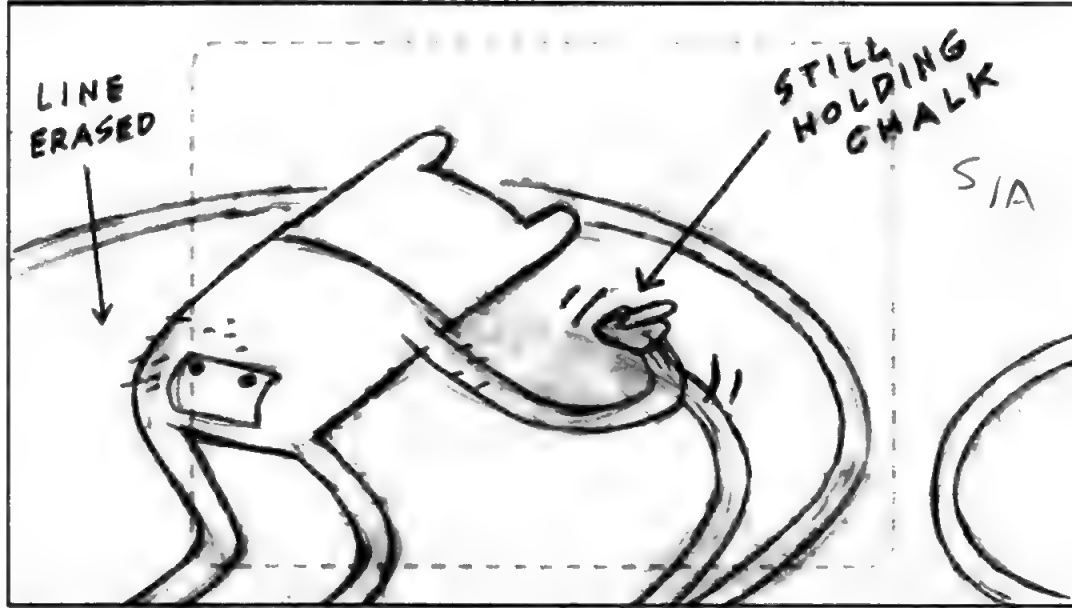
1025/181

1025/181

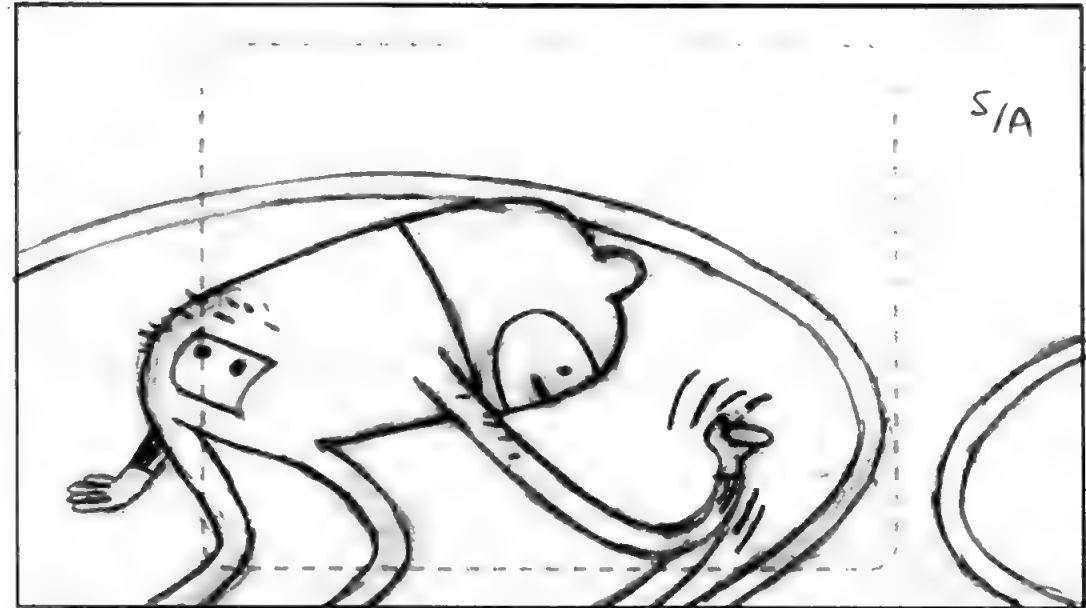
ADVENTURE TIME



Sc. 100 cont Pnl. B Bg. day night



Sc. 100 cont Pnl. C Bg. day night



Dialog:

SFX: * RRR-RR-RR *

Action:

FINN ERASES CHALK LINE
WITH HIS FOREARM.

APR 23 2014

Timing:

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NO PGS 171-179

EPISODE #

1025-181

1025/181

Production :

1025/181

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ADVENTURE TIME



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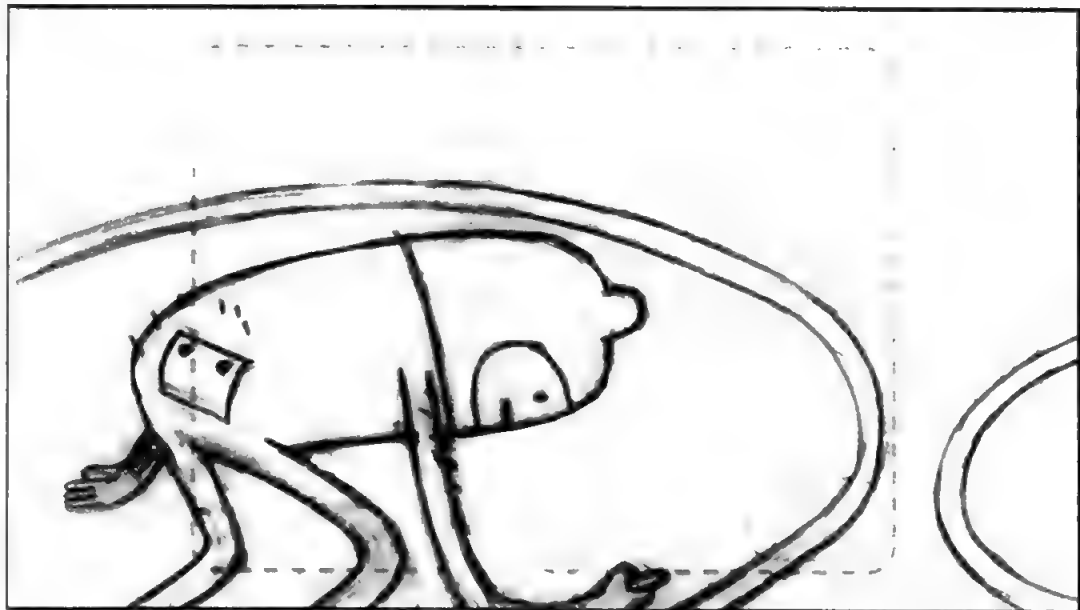
Sc.

100 cont Pnl.

D

Bg.

day night



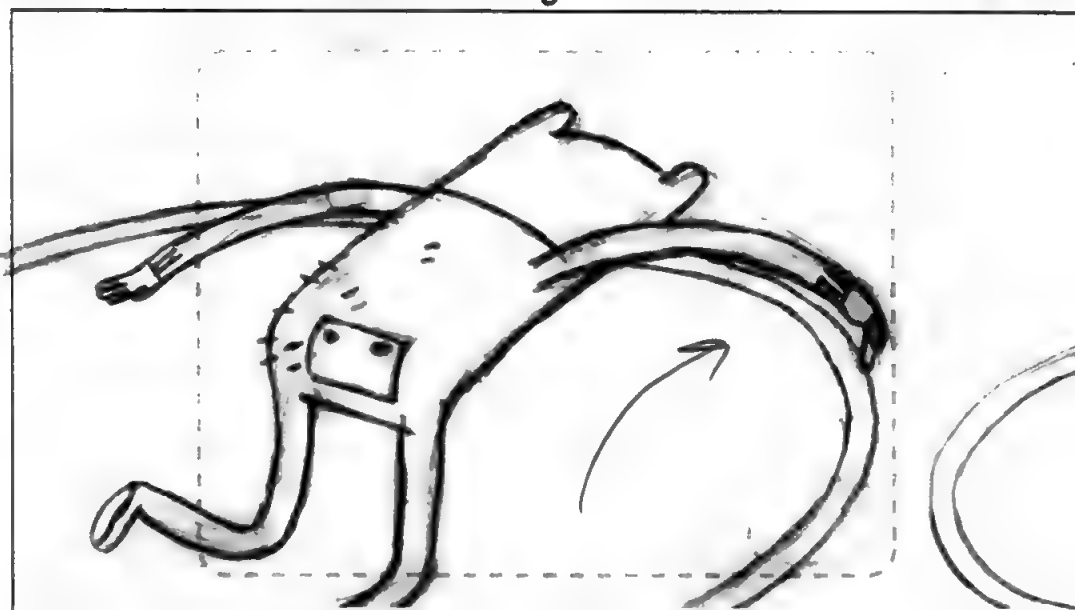
Sc.

100 cont Pnl.

E

Bg.

day night



Dialog:

F: ... FARTHER ...

Action:

Timing:

APR 23 2014

EPISODE #

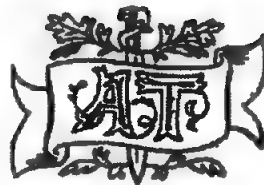
1025-181

Production :

1025/181

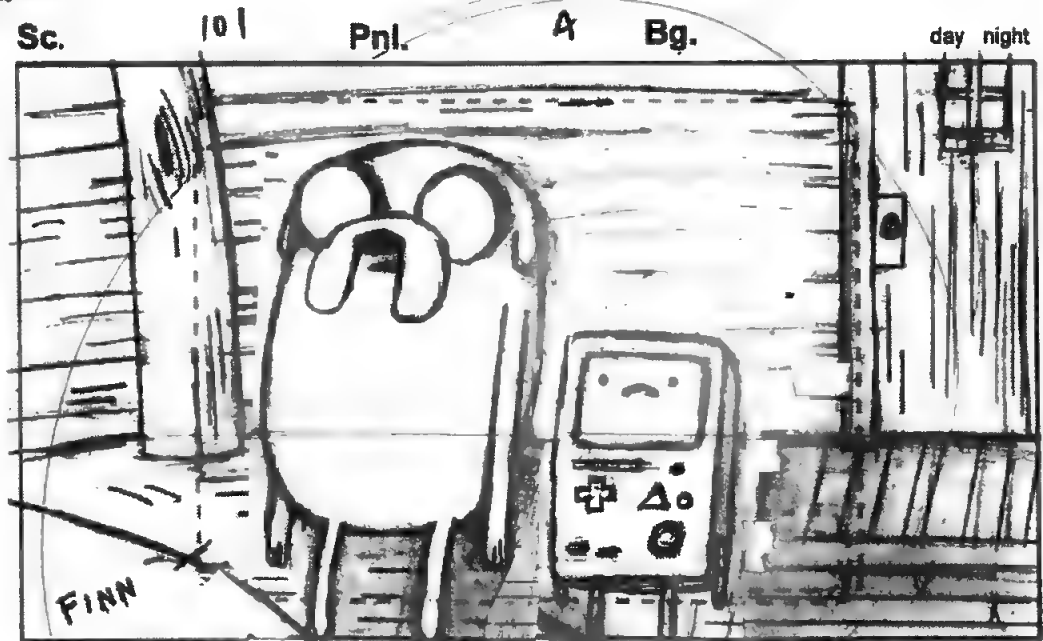
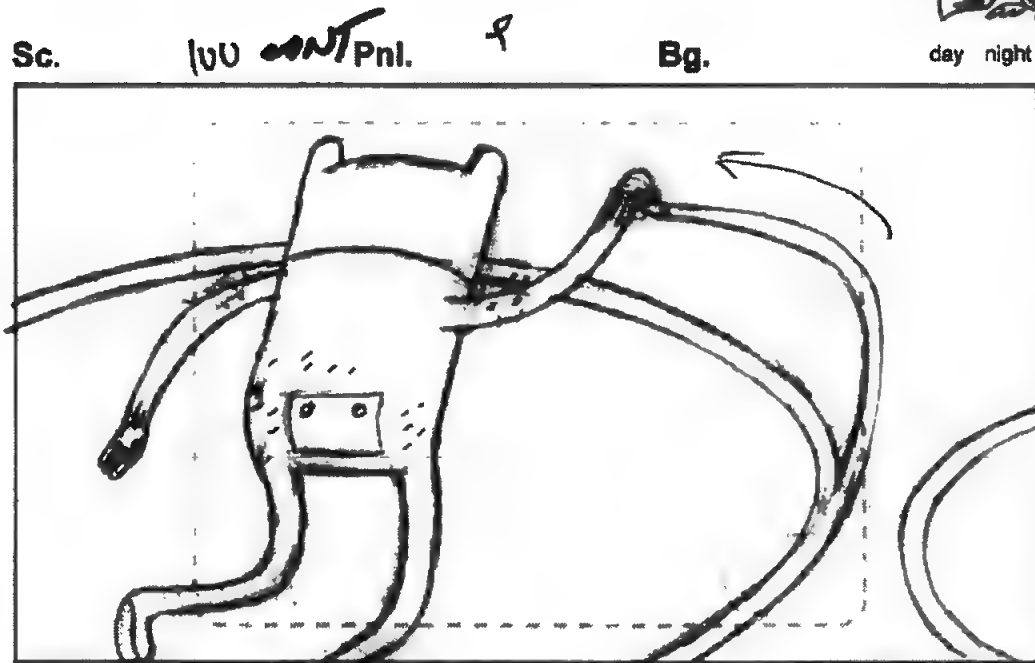
1025/181

ADVENTURE TIME



REVISED
05/06/14

Page 181



Dialog:

SFX: * SHKK *

F(05): "I CAN GET CLOSER
TO THE MAGAZINE."

Action:

- F. STARTS DRAWING ANOTHER ARC.

APR 23 2014

Timing:

EPISODE# 1025-181

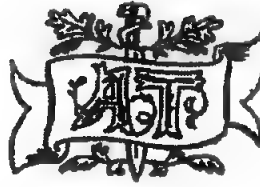
Production :

1025/181

1025/181

1025/181

ADVENTURE TIME



REVISED

05/06/14

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Sc.

101 cont Pnl.

B

Bg.

day night

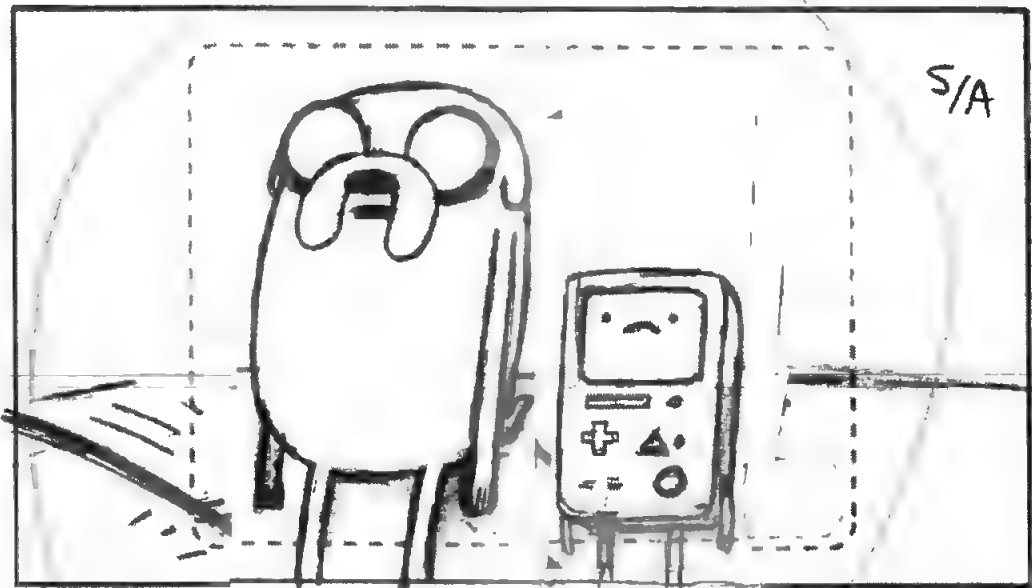
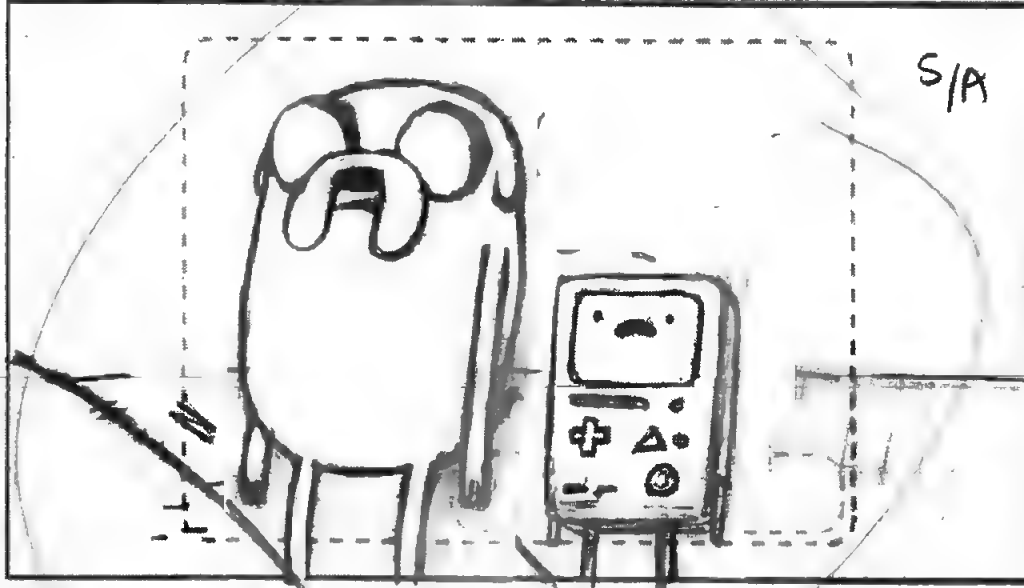
Sc.

101 cont Pnl.

C

Bg.

day night



<p>Dialog:</p> <p><u>BMO</u>: THEORETICALLY THAT IS POSSIBLE.</p>		<p><u>J</u>: YEAH, BUT I'M STILL GETTING A "WOOGA" FEELING.</p>	
<p>Action:</p>			
<p>Timing:</p>			

APR 23 2014

1025/181

1025-181

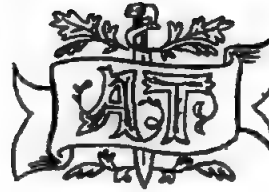
EPISODE #

1025/181

Production :

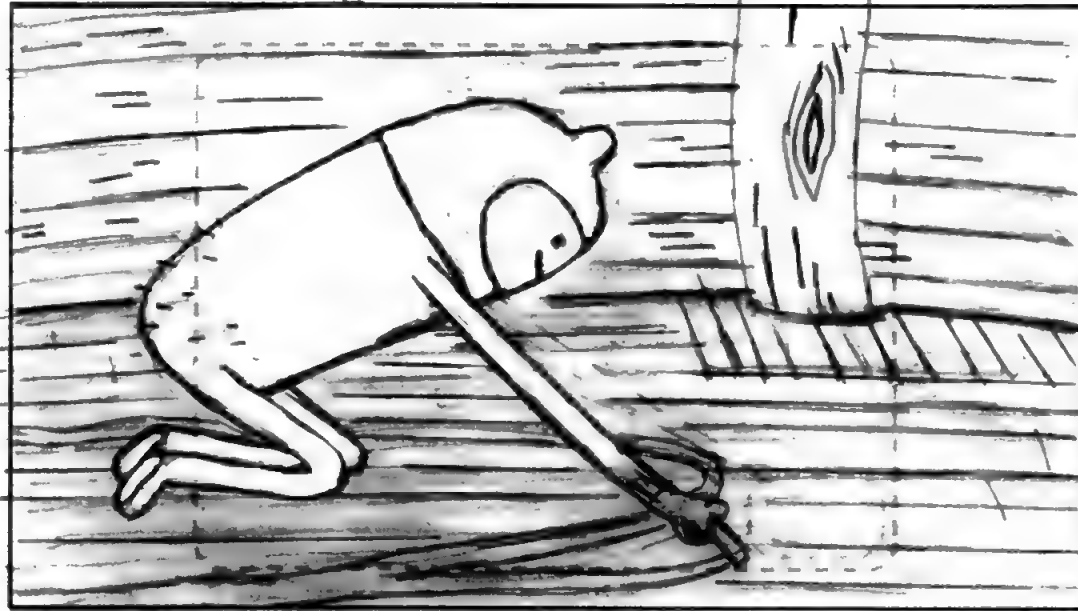
1025/181

ADVENTURE TIME

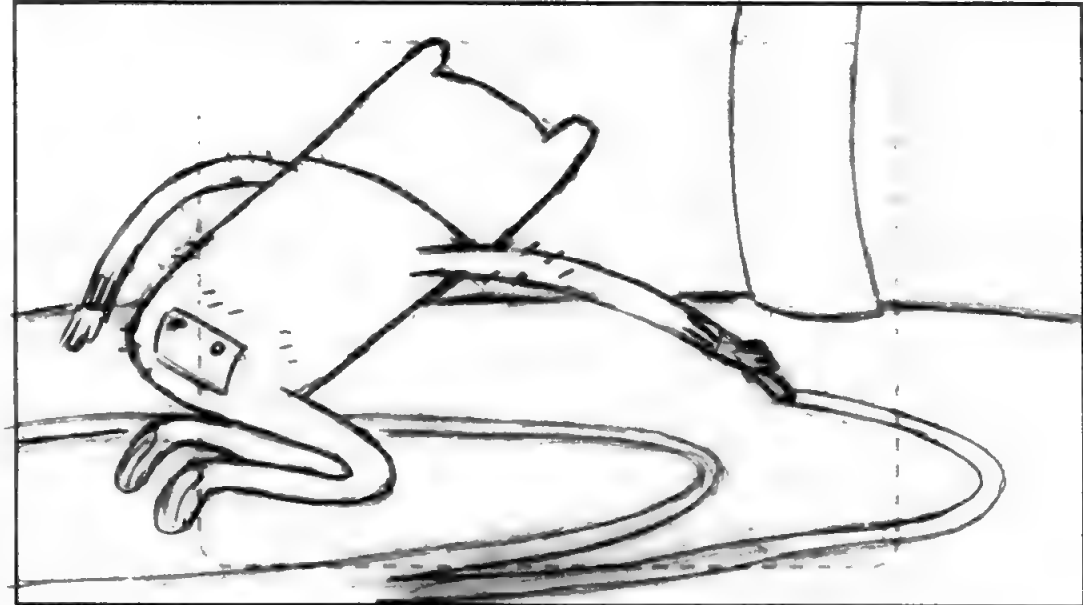


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Sc. 102 Pnl. 17 Bg. day night



Sc. 102 cont Pnl. 17 Bg. day night



Dialog:

J(o.s.)/ This seems like a bad idea...

F: JUST HAVE TO STAY...
.../INSIDE ...

Action:

FINN DRAWS A CHALK LINE.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

1025/181

1025/181

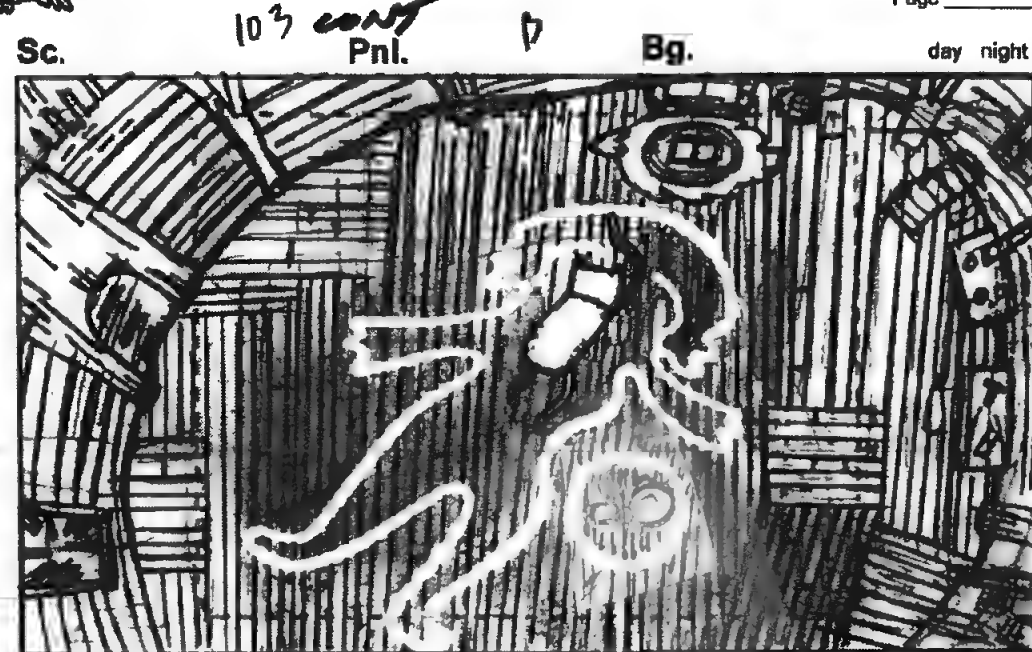
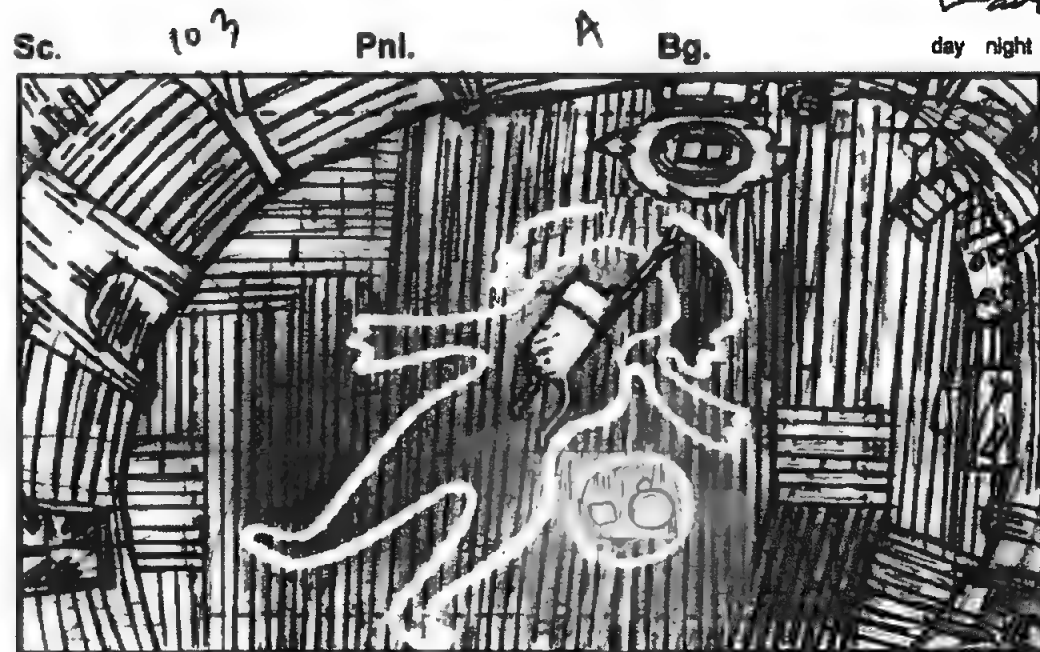
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ADVENTURE TIME



REVISED
05/06/14

Page 184
day night



Dialog:

F: . . . THIS CIRCLE . . .

SFX: NSHKK *

Action:

- F. HAS INADVERTANTLY DRAWN A
STRANGE WOMAN, NOT A CIRCLE.

Timing:



APR 23 2014

Production :

EPISODE #

1025-181

1025/181

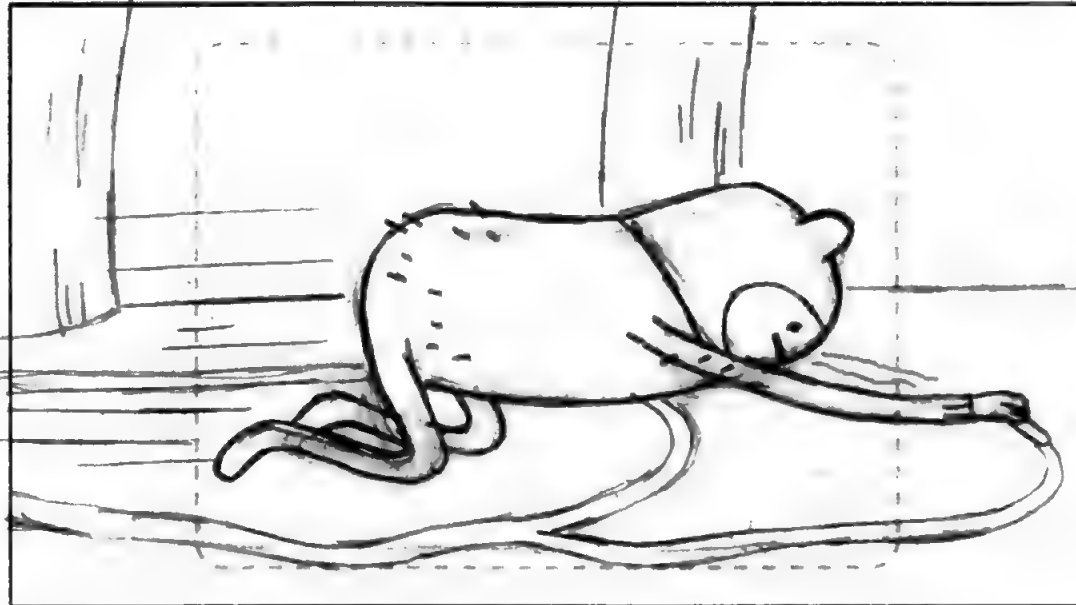
1025/181

ADVENTURE TIME

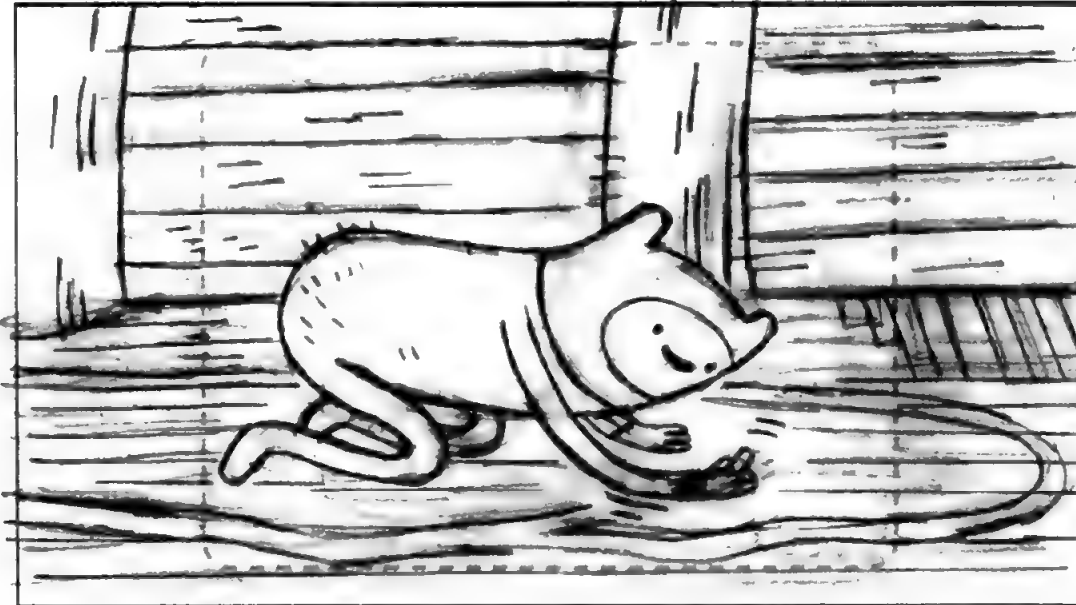


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Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:	
Action:	(START POSE) - FINN RUBS OUT CHALK LINE.
Timing:	

SFX: *RR-RR-RR*

APR 23 2014

Production :

EPISODE #

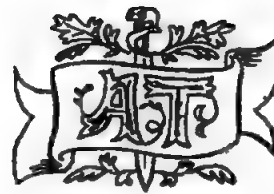
1025-181

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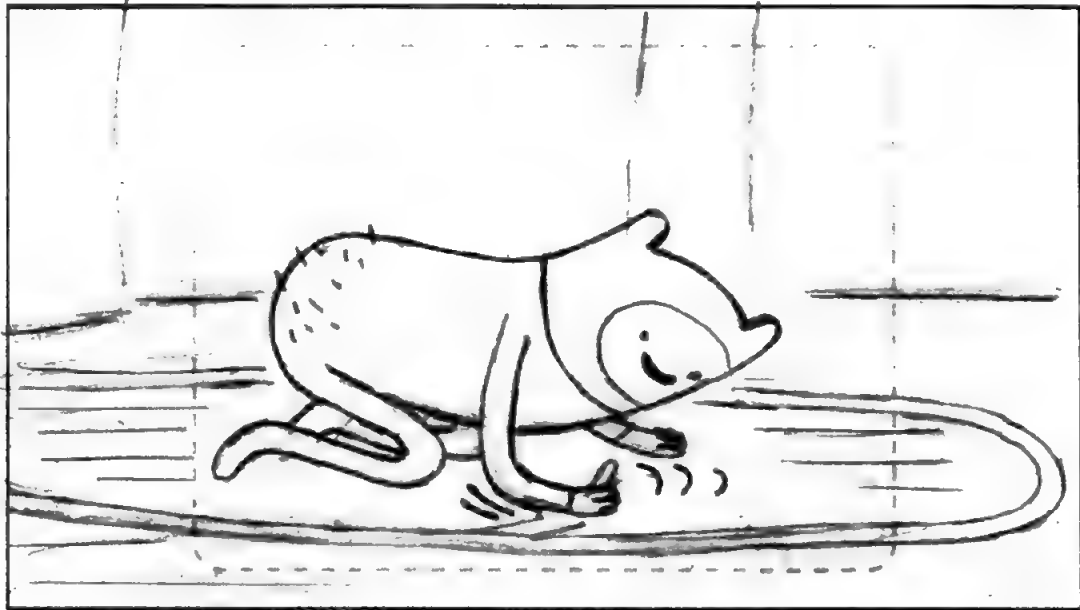
1025/181

1025/181

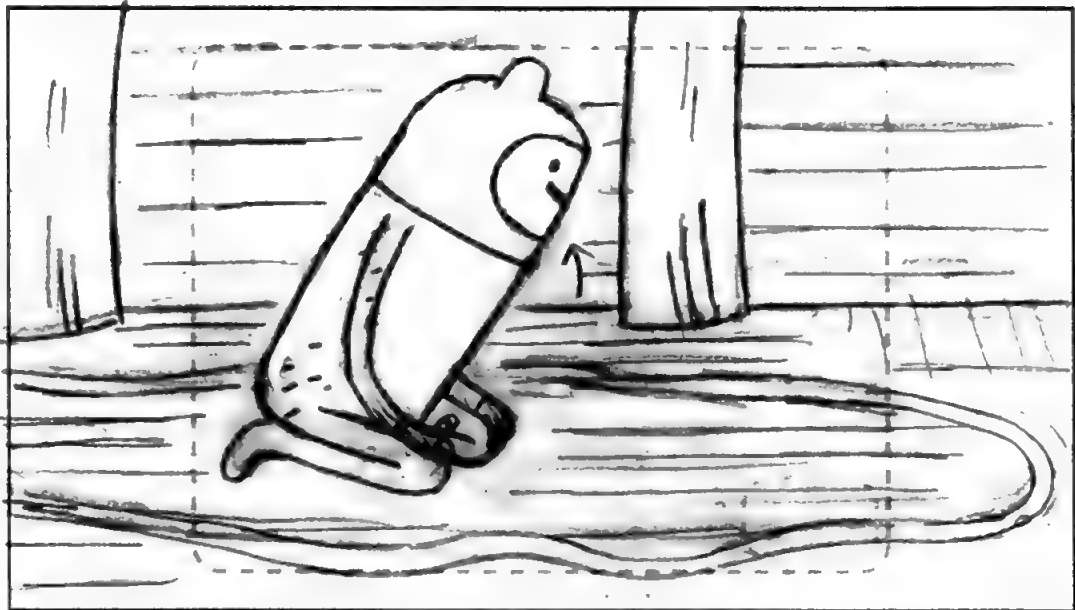
ADVENTURE TIME



Sc. 104 cont Pnl. C Bg. day night



Sc. 104 cont Pnl. D Bg. day night



Dialog:
Action: -F, SITS UP.
Timing:

APR 23 2014

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EPISODE # 1025-181

1025/181

Production :

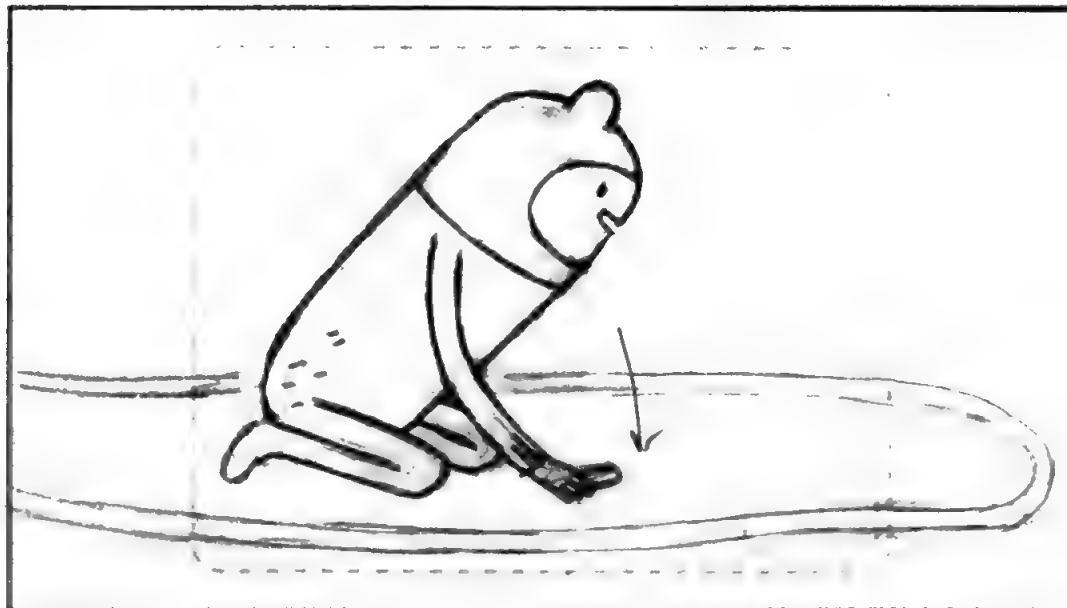
1025/181

ADVENTURE TIME

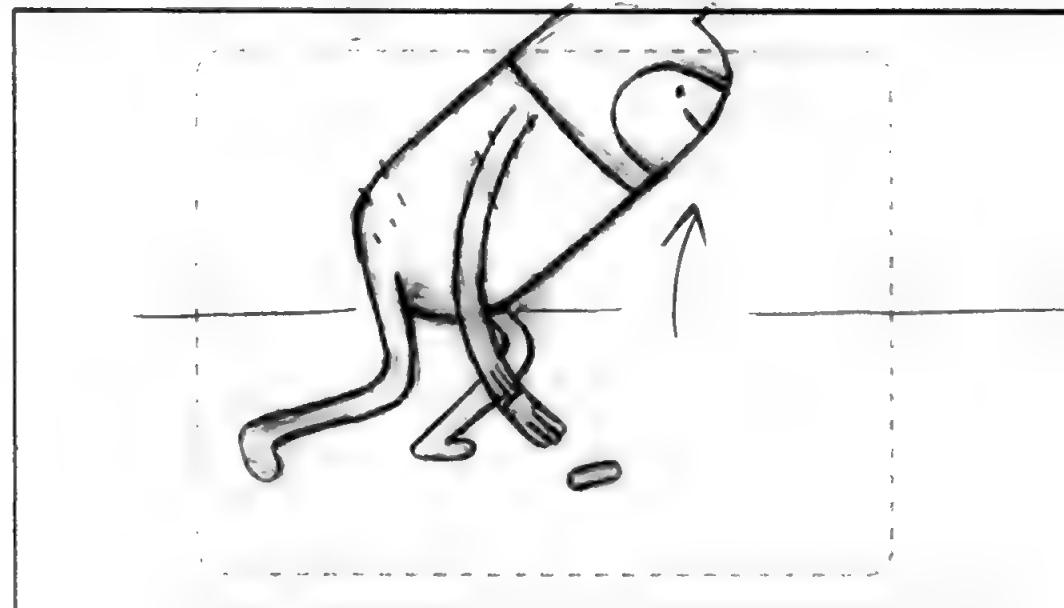


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Sc. 104 cont Pnl. 4 Bg. day night



Sc. 104 cont Pnl. 5 Bg. day night



Dialog:

F: (TRIUMPHANT) HA-HA!

Action:

-FINN PUTS DOWN CHALK.

-FINN STANDS.

Timing:

APR 23 2014

Production :

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1025/181

ADVENTURE TIME



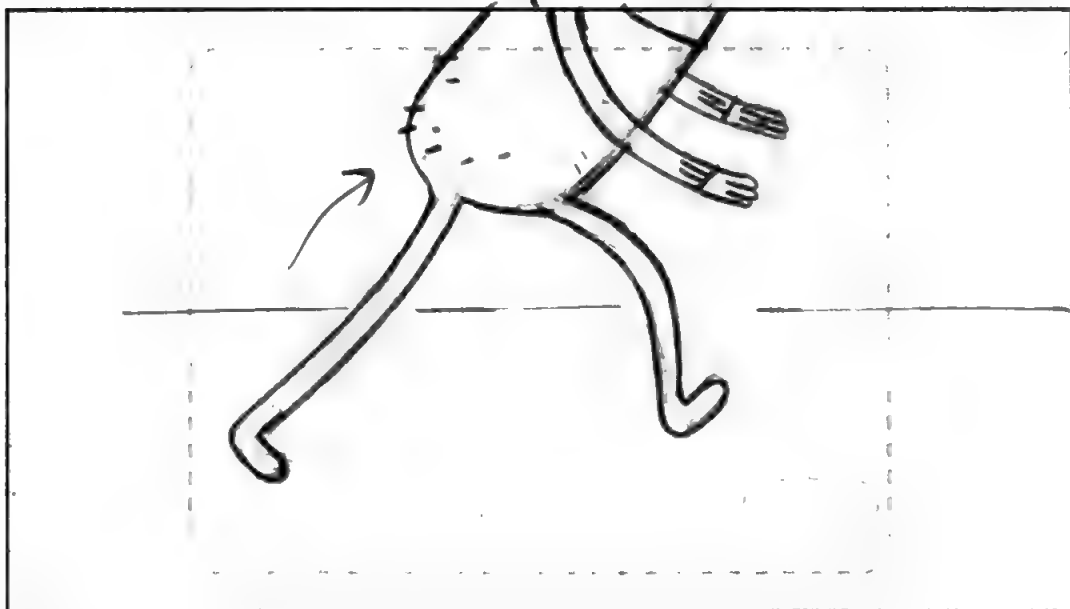
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Sc.

104 cont Pnl.

Bg.

day night

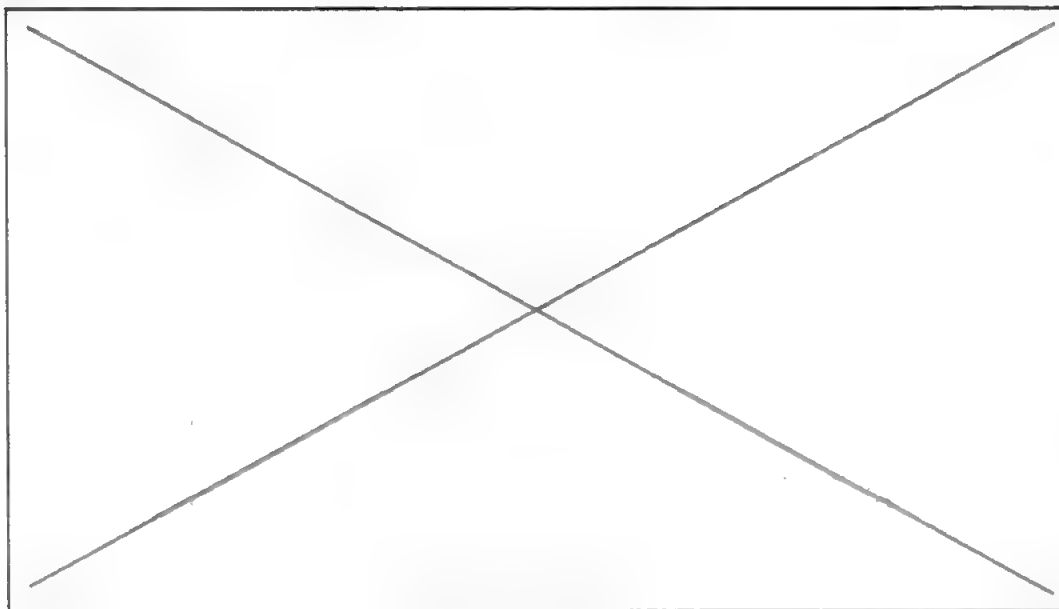


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

FINN WALKS TOWARD TABLE.

APR 23 2014

Timing:

Production :

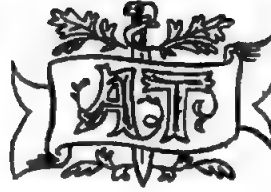
EPISODE #

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1025/181

ADVENTURE TIME



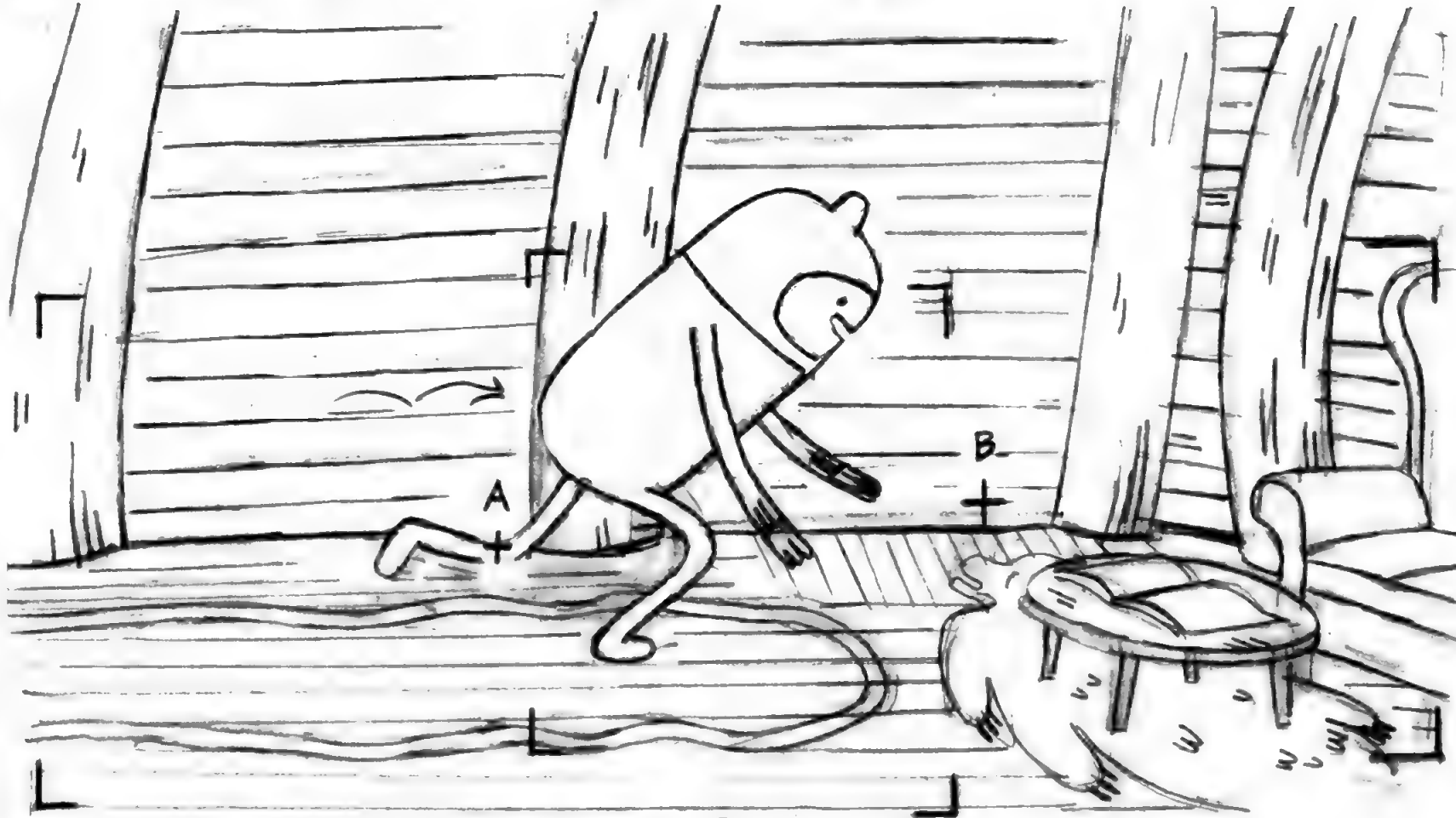
Page 189

Sc.

104 cont Pnl. H

Bg.

day night



F: How'd you do it, Rusty?
(MOSTLY TO HIMSELF)

-TRUCK OUT TO INCLUDE
MAGAZINE

APR 23 2014

EPISODE #

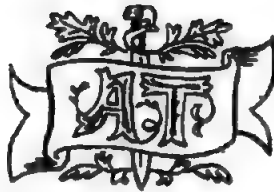
1025-181

Production :

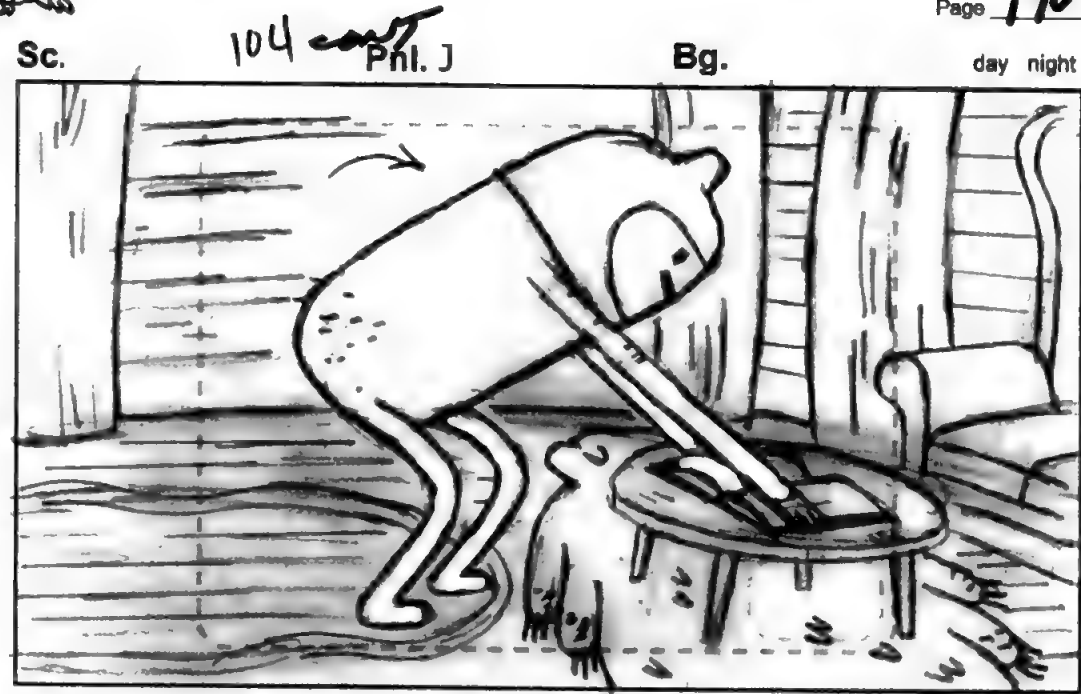
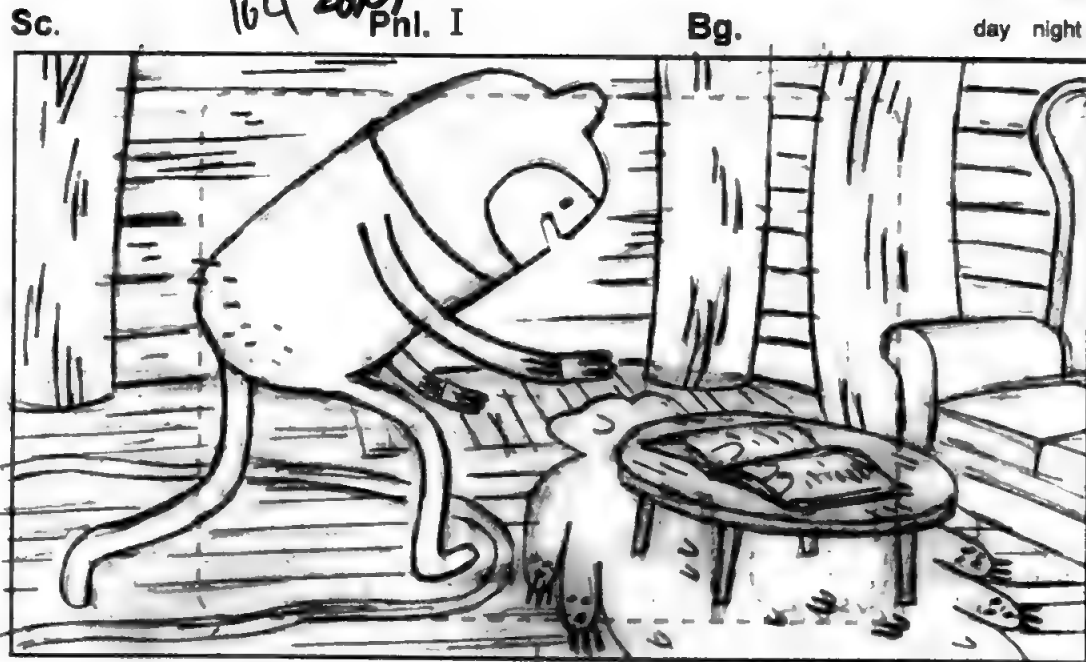
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ADVENTURE TIME



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Dialog:

F: HOW'D YOU SHAKE THEM...

F: ... OTTERS!

Action:

— FINN GRABS MAGAZINE.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

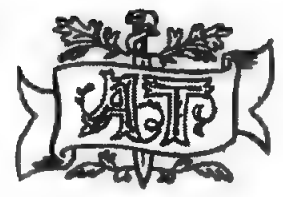
1025/181

1025/181

1025/18.1

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ADVENTURE TIME



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Sc. 104 cont Pnl. K Bg. day night

PAN
W
ACTION

Sc. 105 Pnl. A Bg. day night

F: HUH HUH HUH HUH HUH...
(CHUCKLING)

-FINN PICKS UP MAGAZINE.
-ADJ. W/ ACTION

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

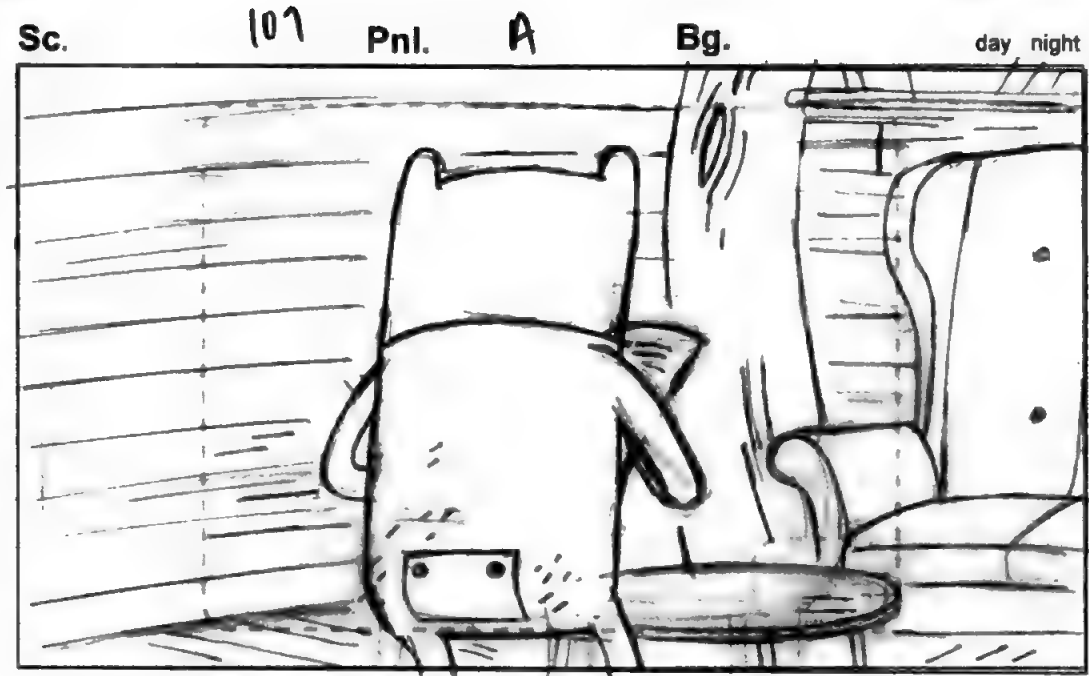
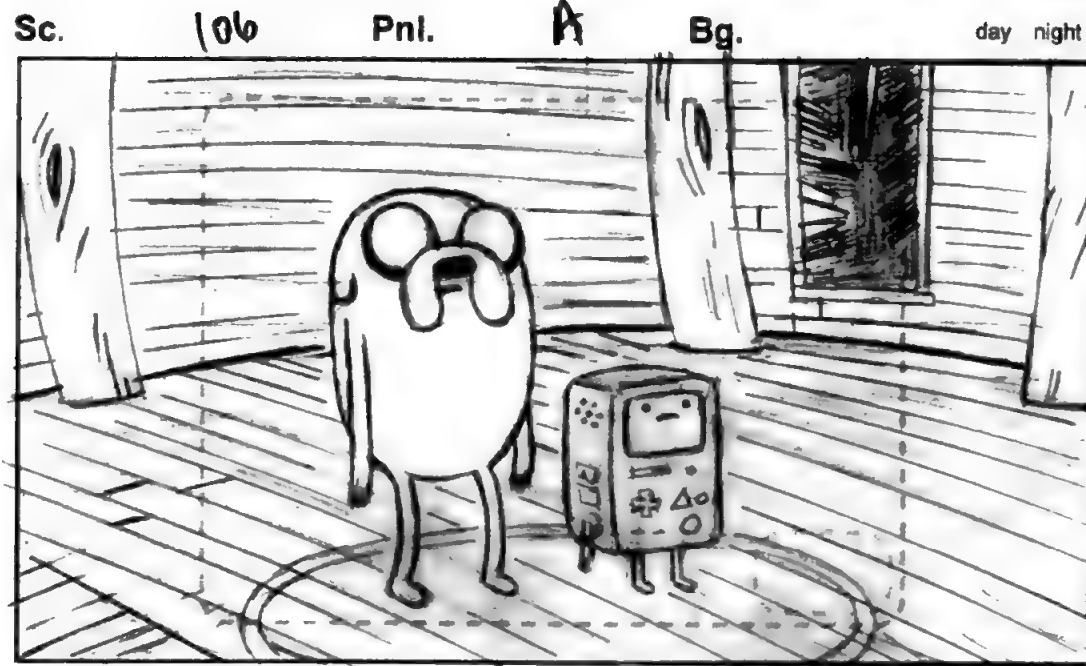
1025/18.1

1025/18.1

ADVENTURE TIME



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Dialog:

F(os): HA HA HA!

F: MAN, WHAT A GREAT ENDING!
Ha ha ha HA HA HA HA...

Action:

Timing:

APR 23 2014

EPISODE #

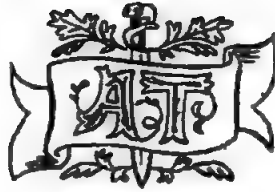
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Production :

1025/181

ADVENTURE TIME



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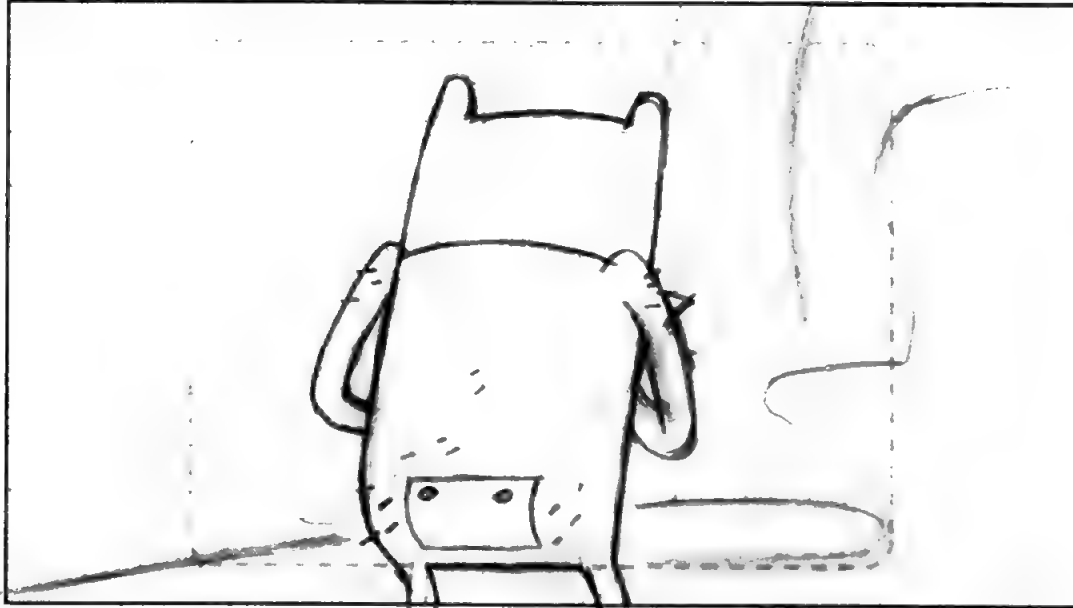
Sc.

107 *cont* Pnl.

h

Bg.

day night



Sc.

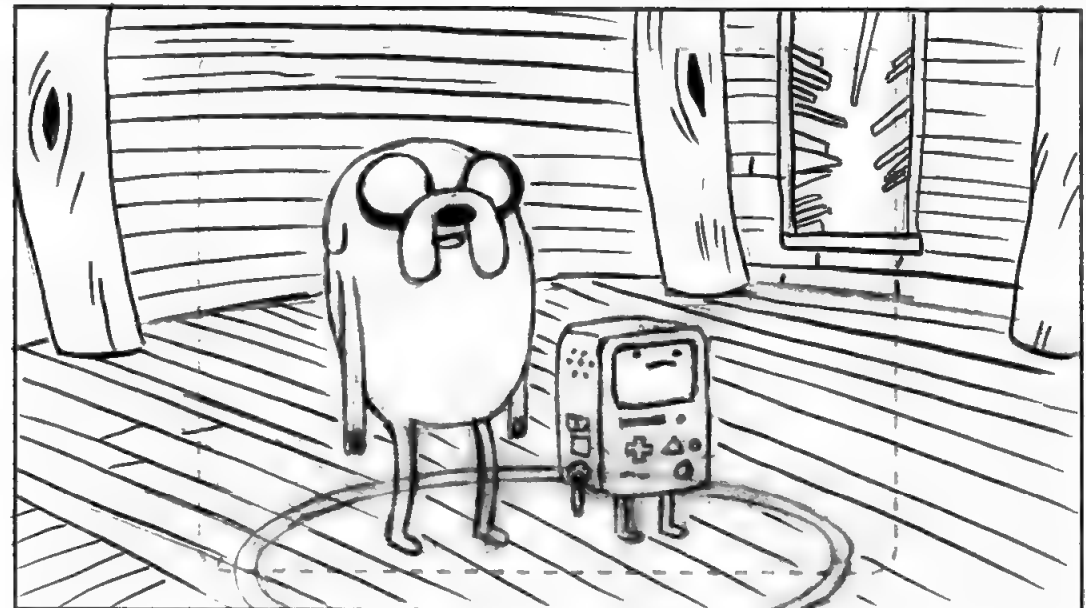
108

Pnl.

A

Bg.

day night



Dialog:

F: SNORT! NORK. SPTT.

J: FINN? ...

Action:

Timing:

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EPISODE #

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1025/181

Production :

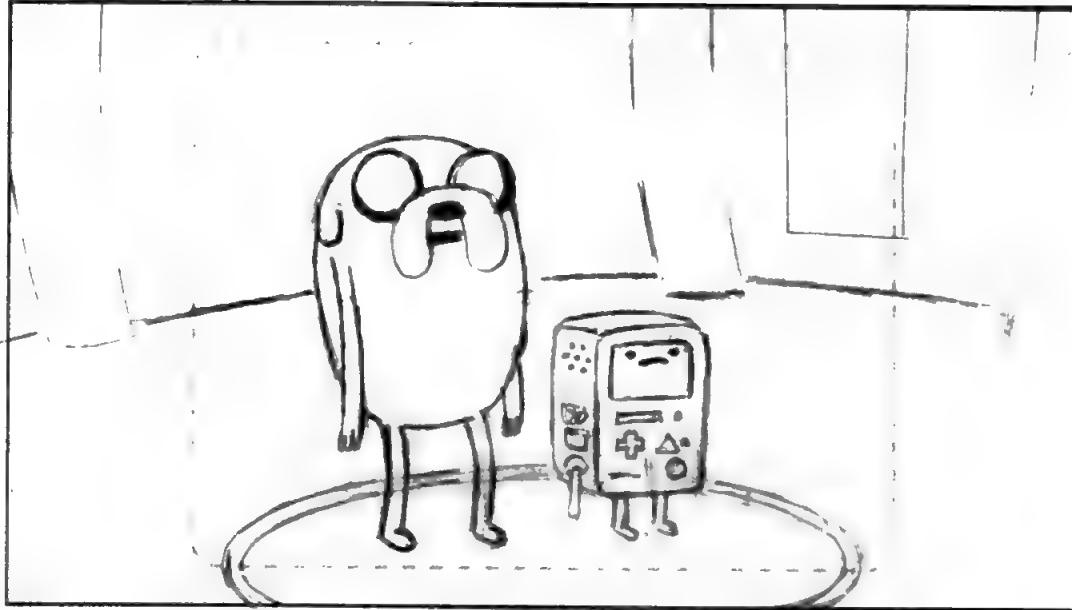
1025/181

ADVENTURE TIME

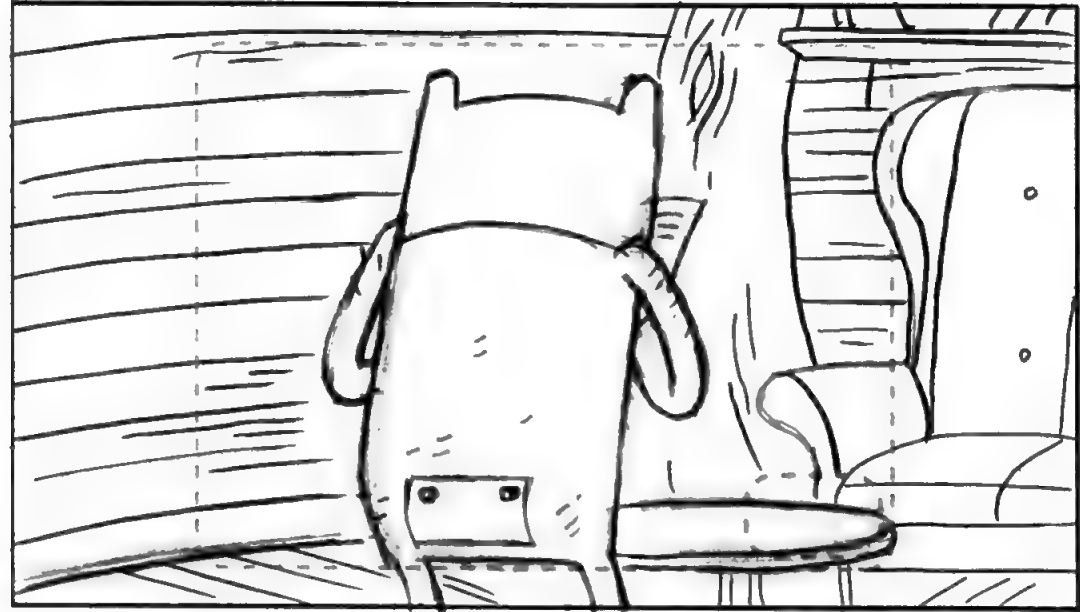


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Sc. 108 cont Pnl. B Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:

J: WHAT'S WRONG, BUDDY?

F: [STRANGE BREATHING]

Action:

Timing:

APR 23 2014

Production :

EPISODE #

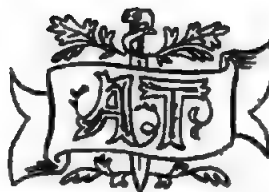
1025-181

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1025/181

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ADVENTURE TIME



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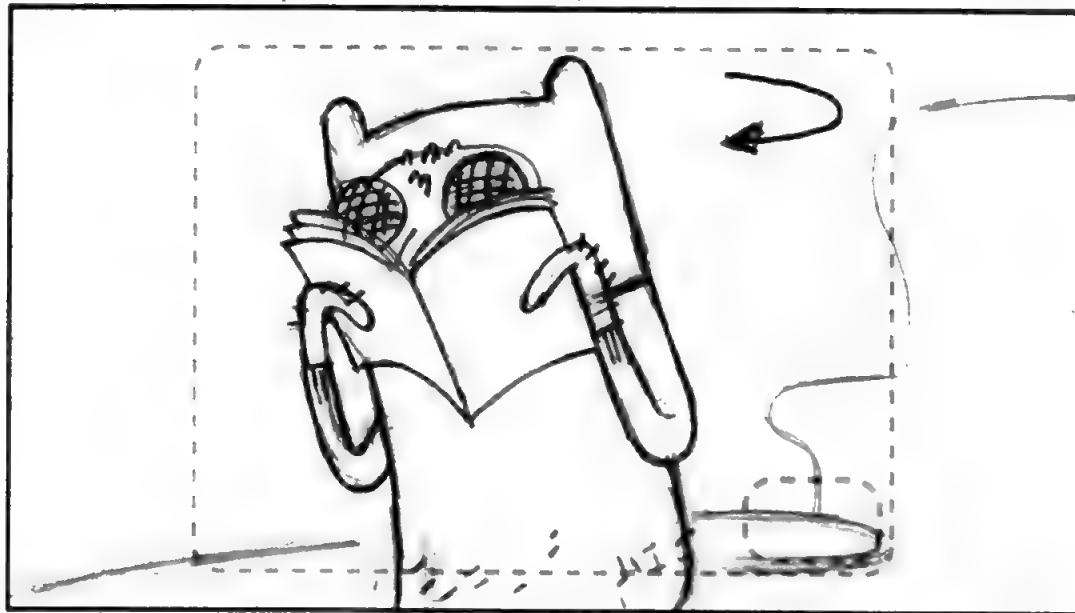
Sc.

109 cont Pnl.

P

Bg.

day night



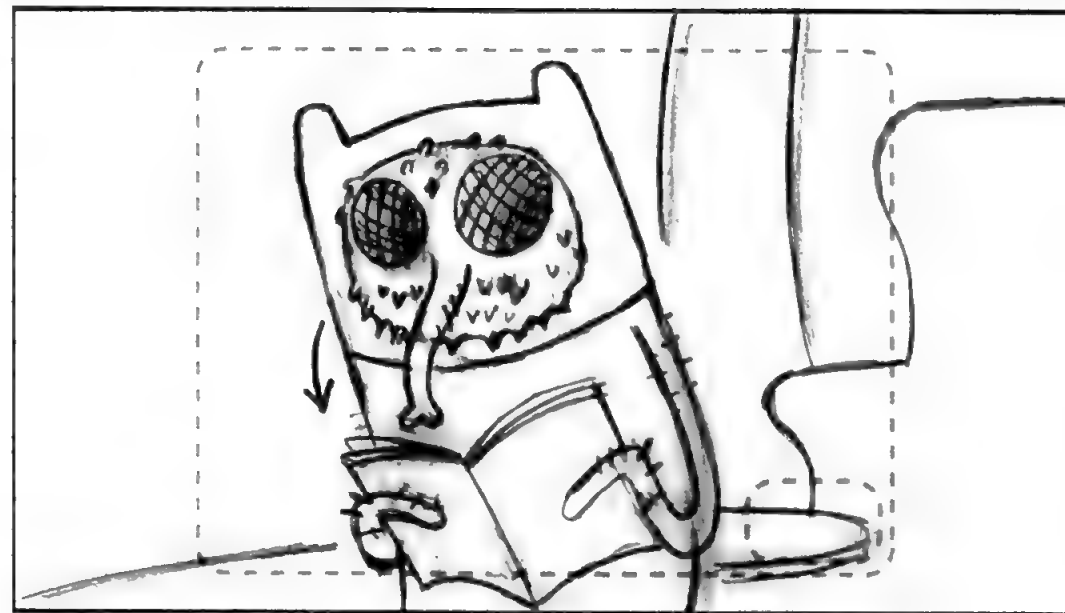
Sc.

109 cont Pnl.

C

Bg.

day night



Dialog:

Action:

FINN TURNS AROUND.

FINN LOWERS MAGAZINE,
REVEALING FLY FACE.

APR 23 2014

Timing:

Production :

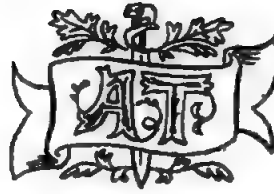
EPISODE #

1025-181

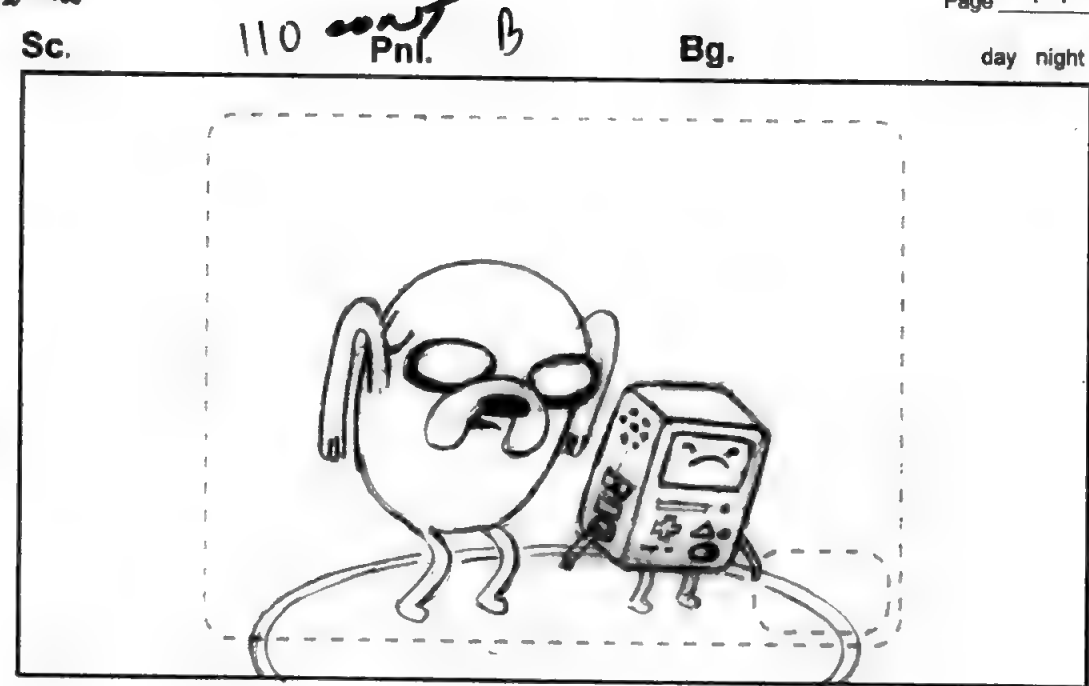
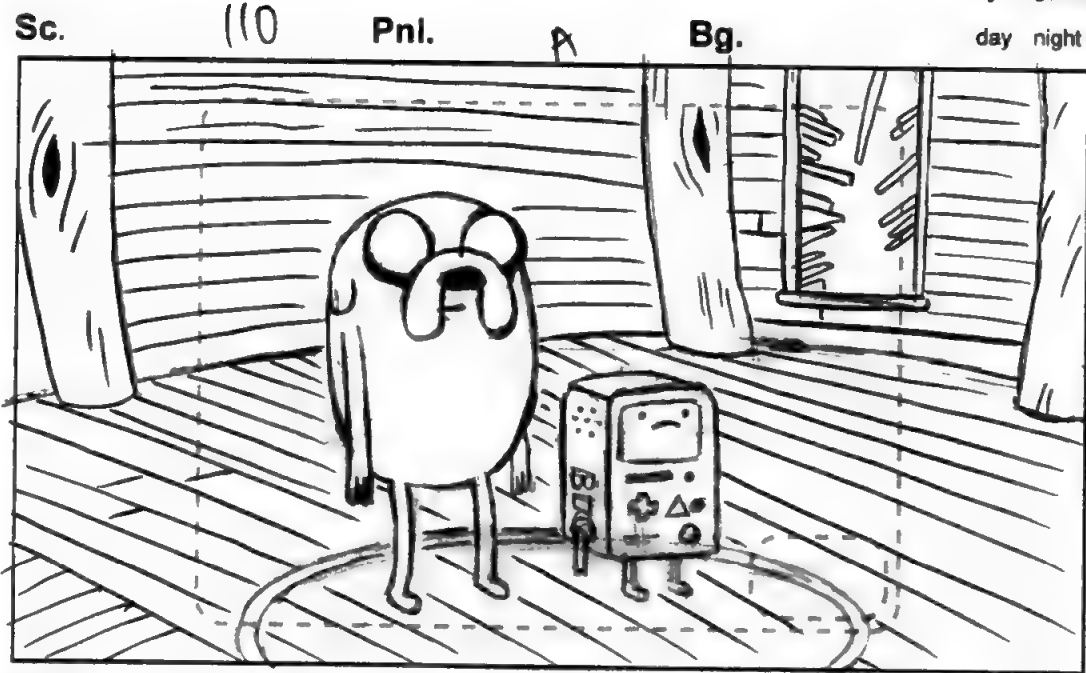
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1025/181

ADVENTURE TIME



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Dialog:

Action:

ANTIC.

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

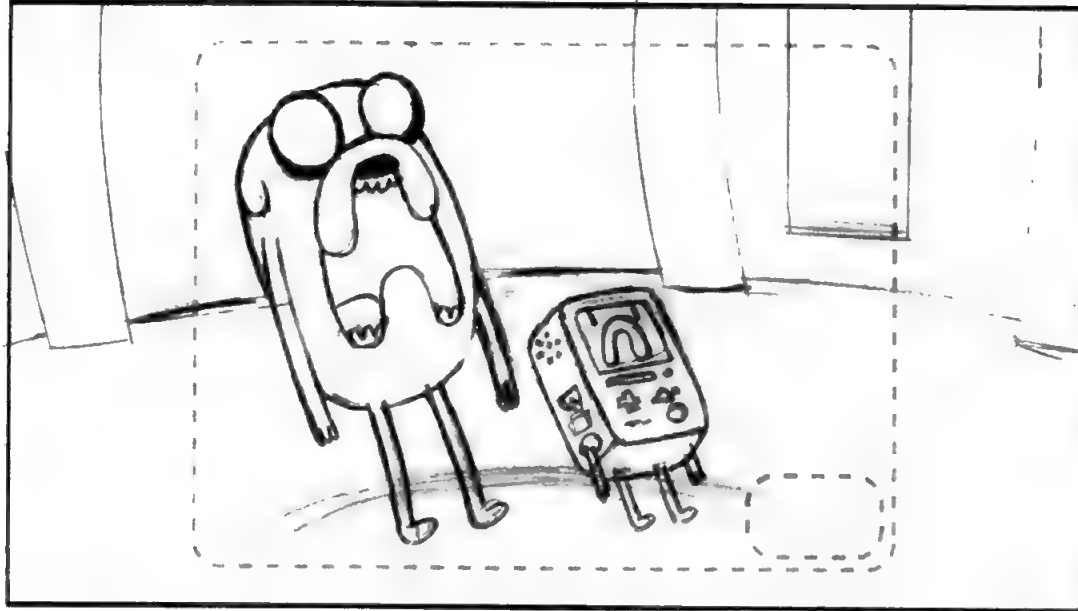
1025/181

ADVENTURE TIME

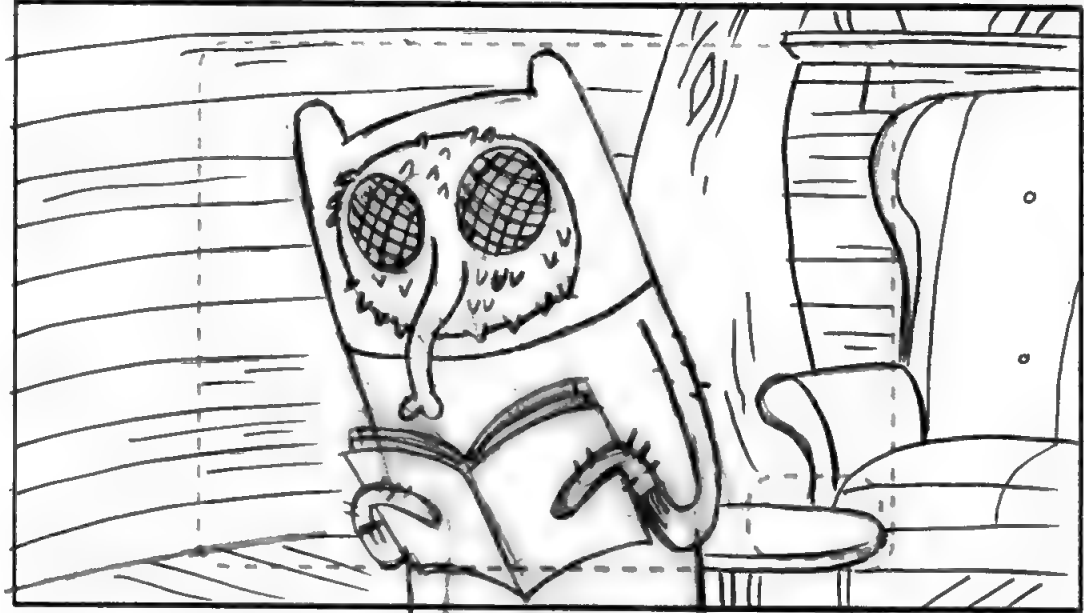


Page 197

Sc. 110 cont Pnl. C Bg. NO SCENE III day night



Sc. 112 Pnl. A Bg. day night



Dialog:

J+BMO: AAAAAAG!...

J+BMO (OS): AAAAAAA

Action:

J+BMO BIG REACTION.

Timing:

APR 23 2014

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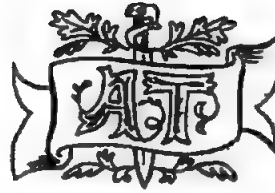
1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



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Sc.

112 cont Pnl.



Bg.

day night

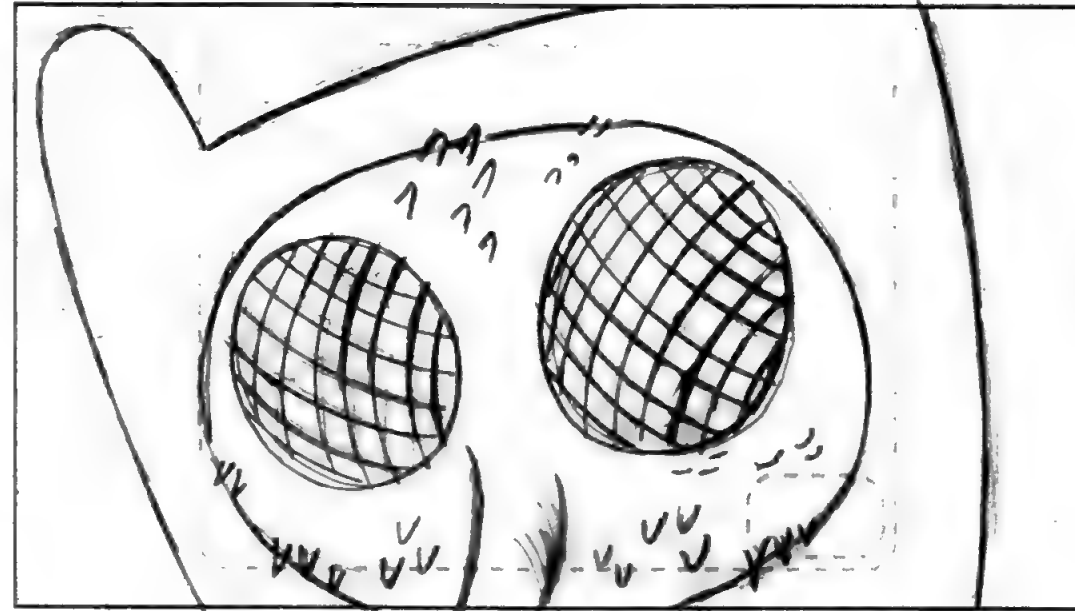
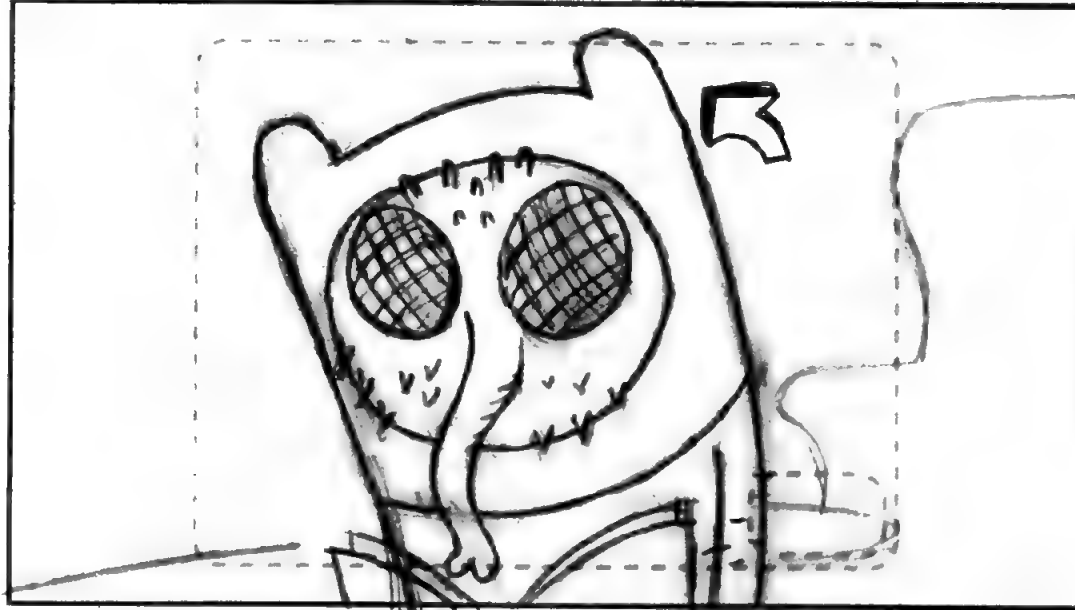
Ca

112 cont Pnl.



Rn

day night



Dialog:

J+BMO(OS) = A A A A A

J+BMO(OS) = A A A A A A A

Action:

FINN LEANS TOWARD CAMERA.

APR 23 2014

Timing:

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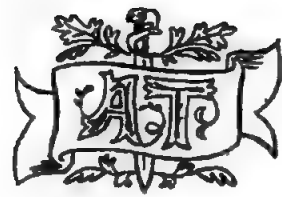
Production :

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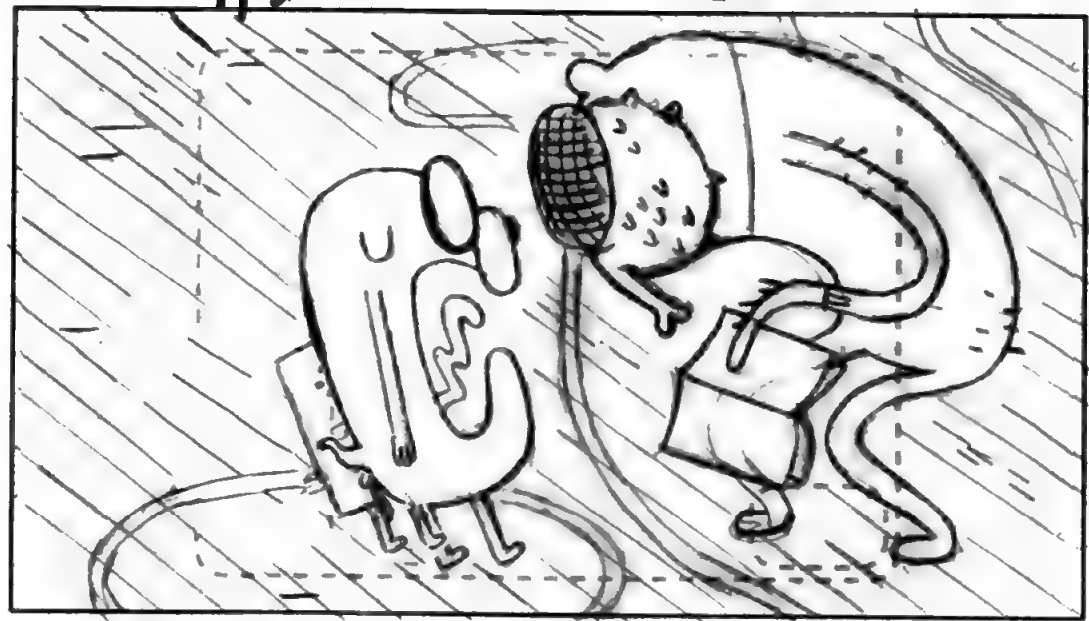
1025/181

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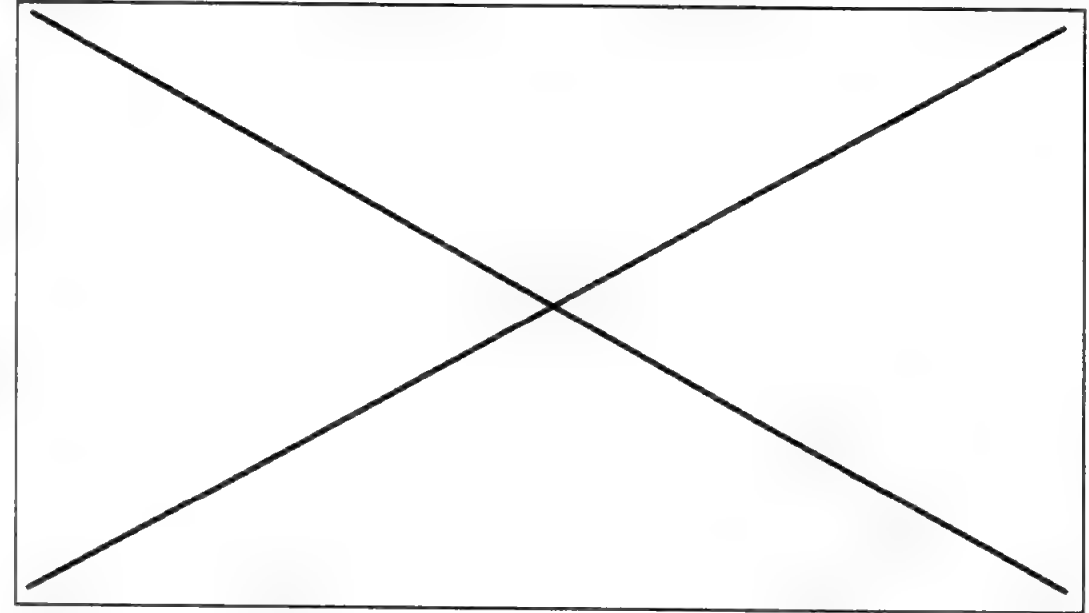
ADVENTURE TIME



Sc. 113 Pnl. 1 Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<u>J + BMO:</u> A A A A A A A
Action:
Timing:

APR 23 2014

Production : EPISODE # 1025-181

1025/181

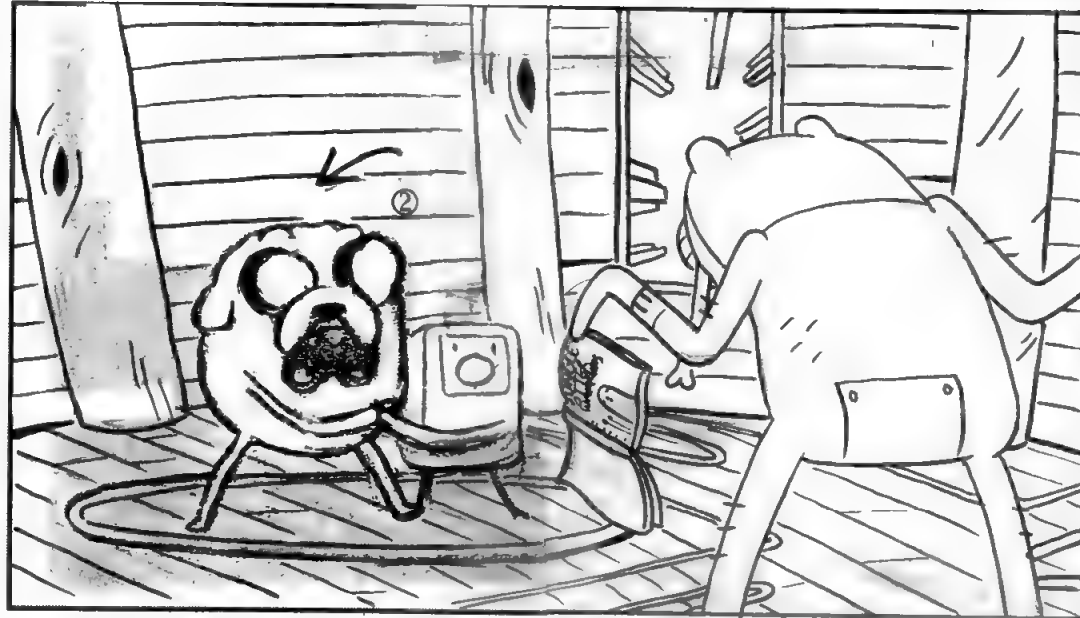
1025/181

ADVENTURE TIME

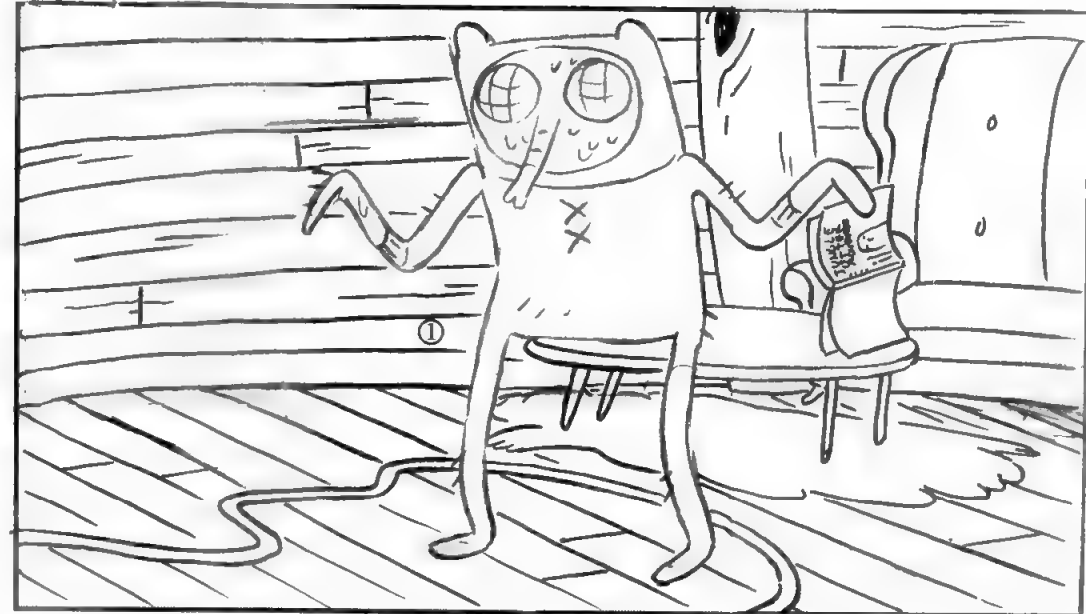


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Sc. 114 Pnl. A Bg. day night



Sc. 115 Pnl. A Bg.



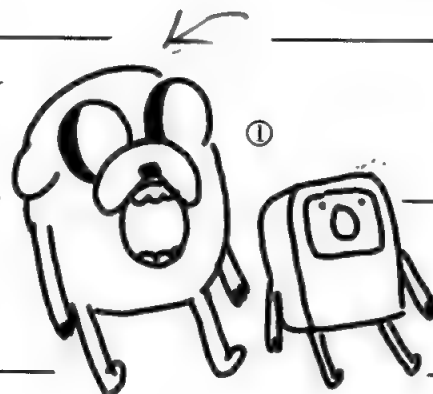
Dialog:

(QUICK)
(J): OH FINN YOU'RE disgusting!!!

Action:

-F+B HOP BACK

Timing:



EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

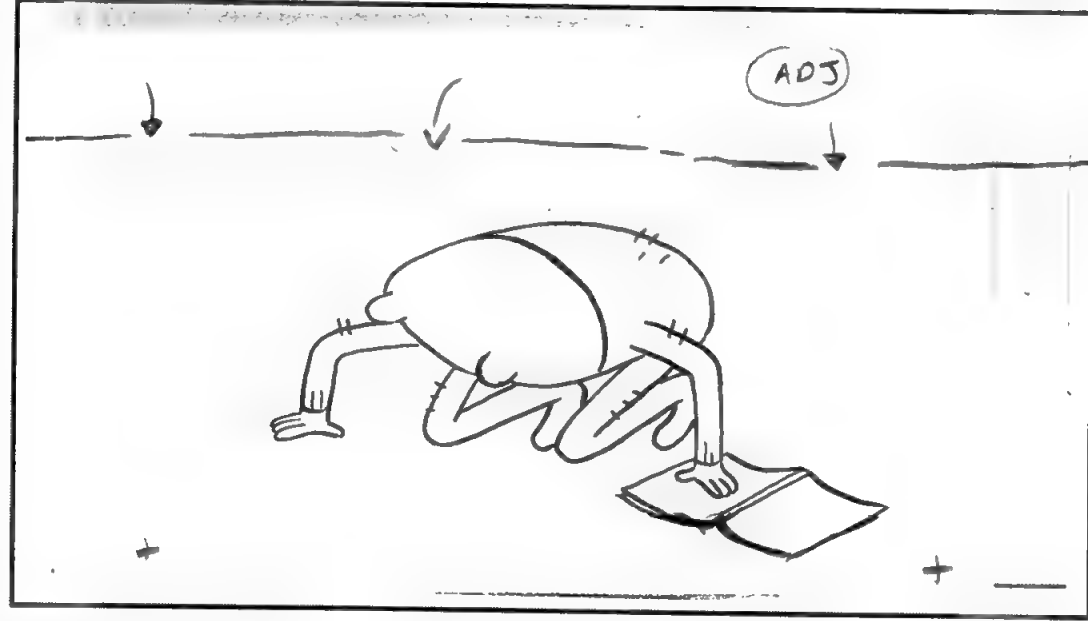
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1025/181

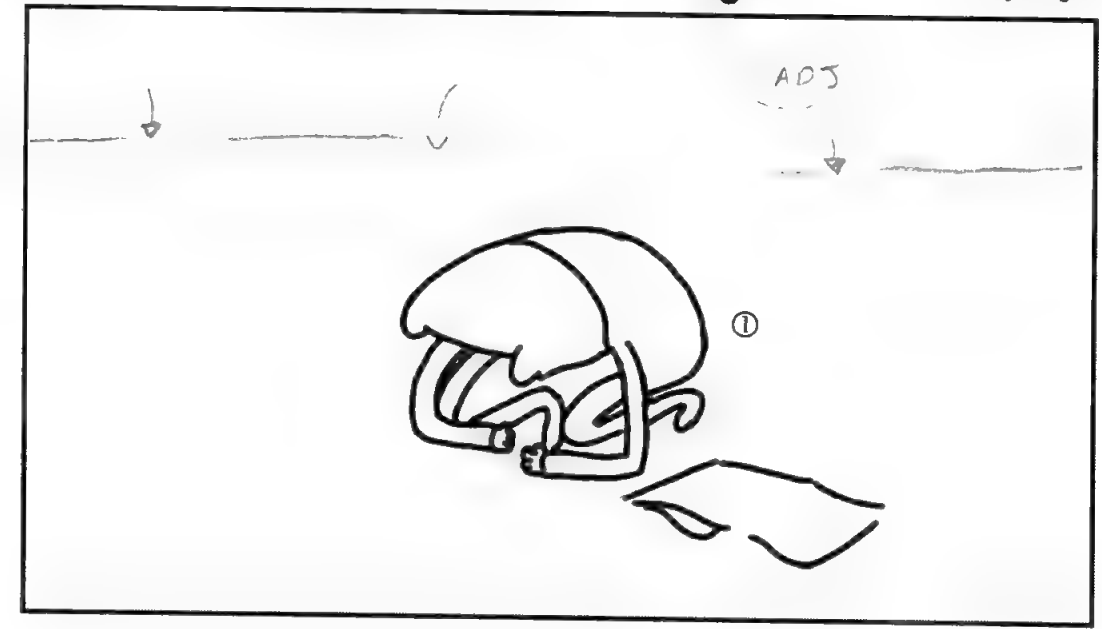
ADVENTURE TIME



Sc. 115 cont Pnl. B Bg. day night



Sc. 115 cont Pnl. C Bg. day night



Dialog:

SFX: *ZZT*

F/ [straining]

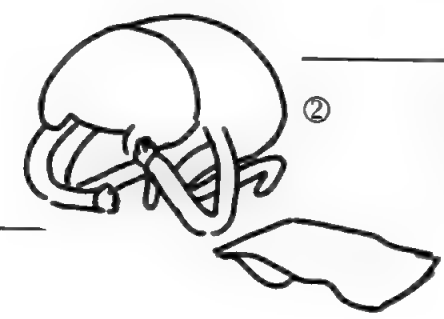
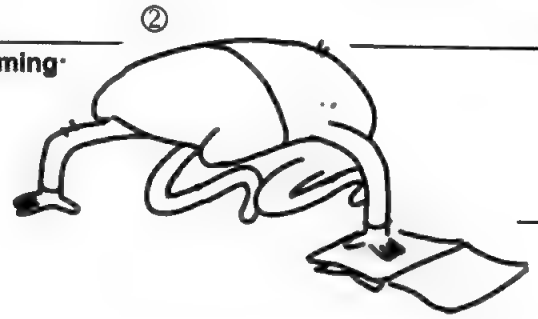
Action:

- CAM ADJUSTS DOWN WITH
FINN FALLING

WINGS PUSH OUT OF
FINN'S BACK

APR 23 2011

Timing:



Production:

1025-181

1025/181

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ADVENTURE TIME



Sc.

115 CONT Pnl.

D

Bg.

day night

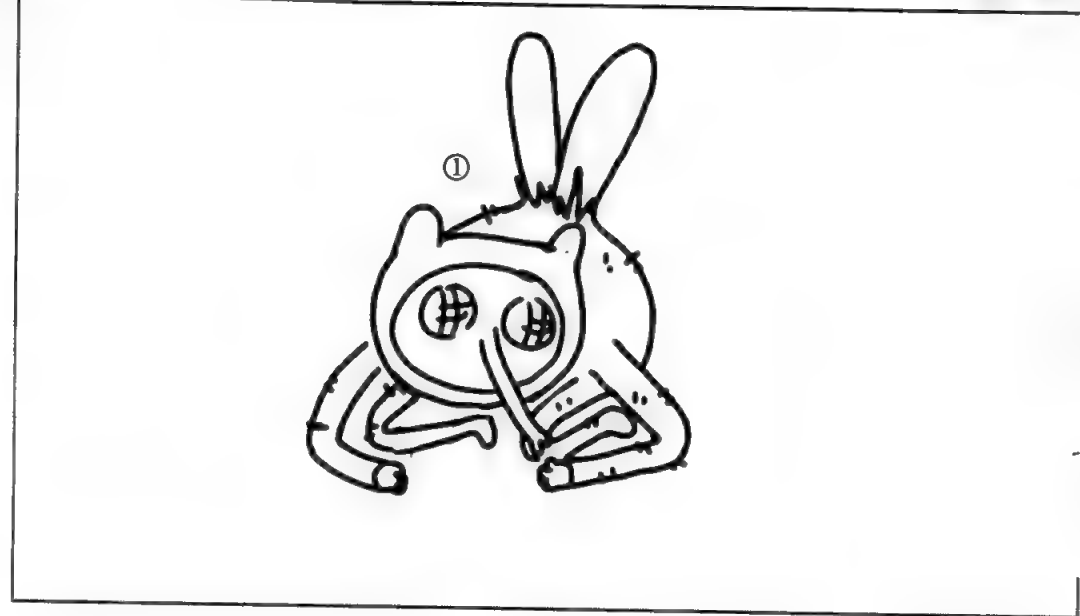
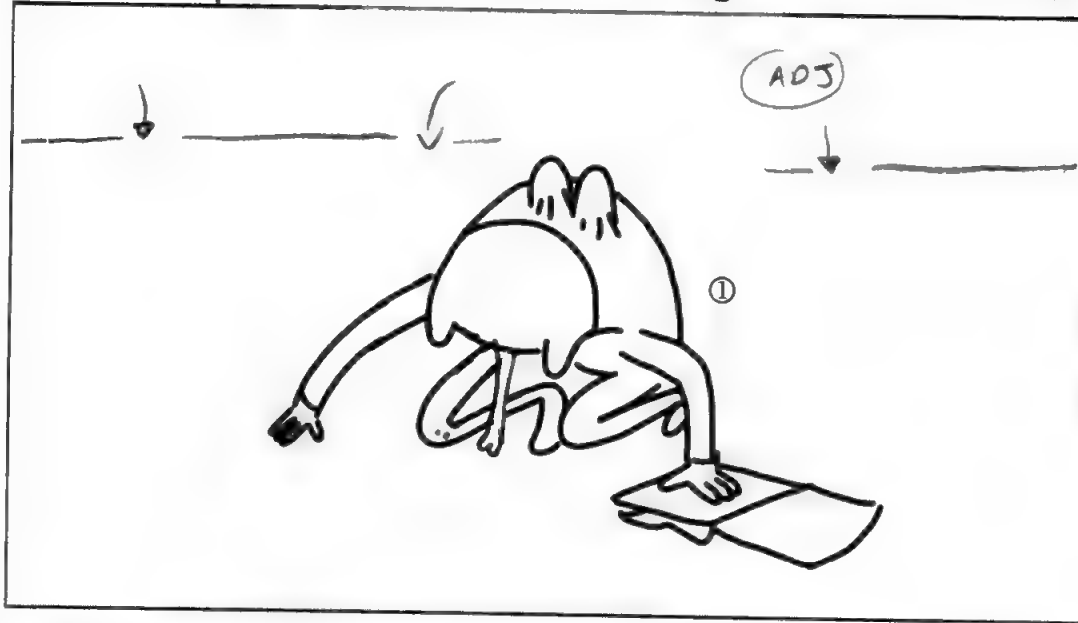
Sc.

116 CONT Pnl.

E

Bg.

Page 202
202A NEXT
day night



Dialog:

F/ [straining]

SFX: *ZZT*

Action:

- WINGS POP OUT OF FINN'S BACK

(Finn flies out of shot) -

Timing:



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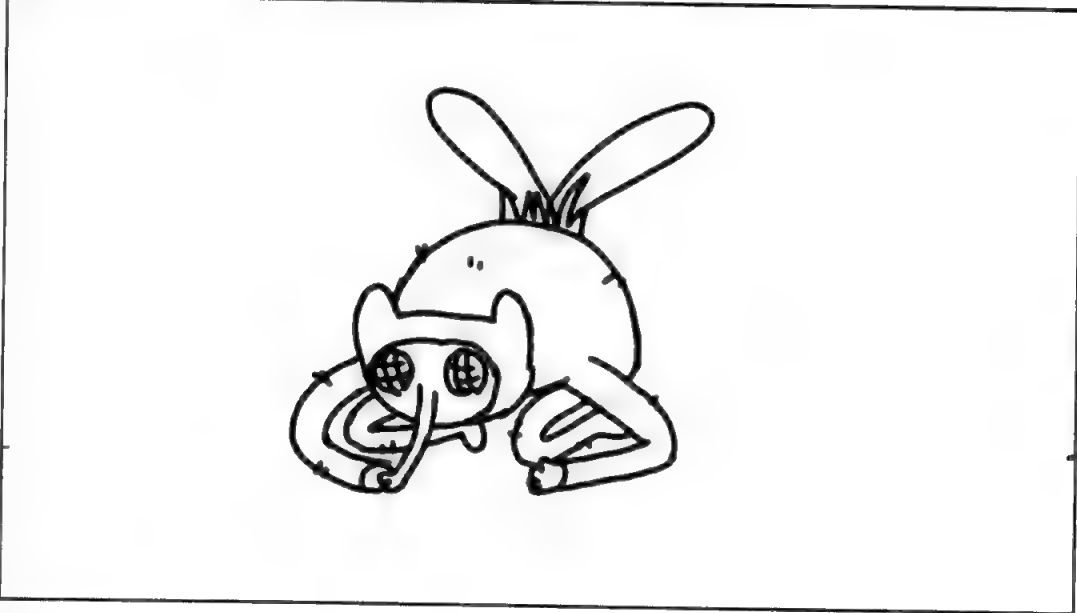
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1025/181

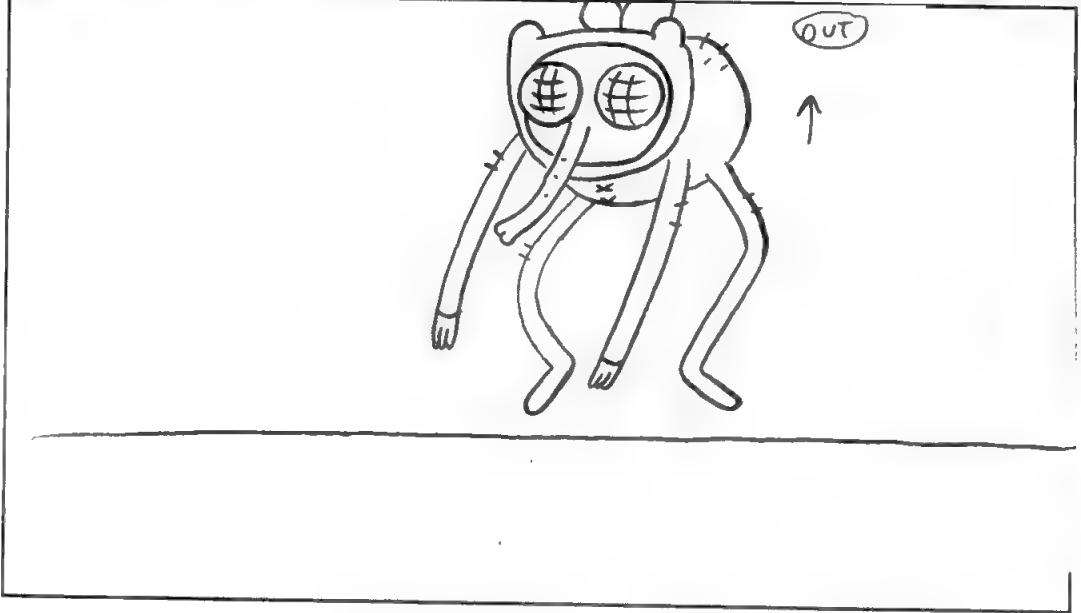
ADVENTURE TIME



Sc. 115 *cont* Pnl. *f* Bg. day night



Sc. 115 *cont* Pnl. G Bg. Page 202A
203 NEXT
day night



Dialog:
Action:
Timing:

(Finn Flies out of shot) -

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Production :

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ADVENTURE TIME



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Sc. 115 cont Pnl. H Bg. day night Sc. Pnl. Bg. day night

out

NEXT PANEL

Dialog:

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc.

116

Pnl.

A

Bg.

day night

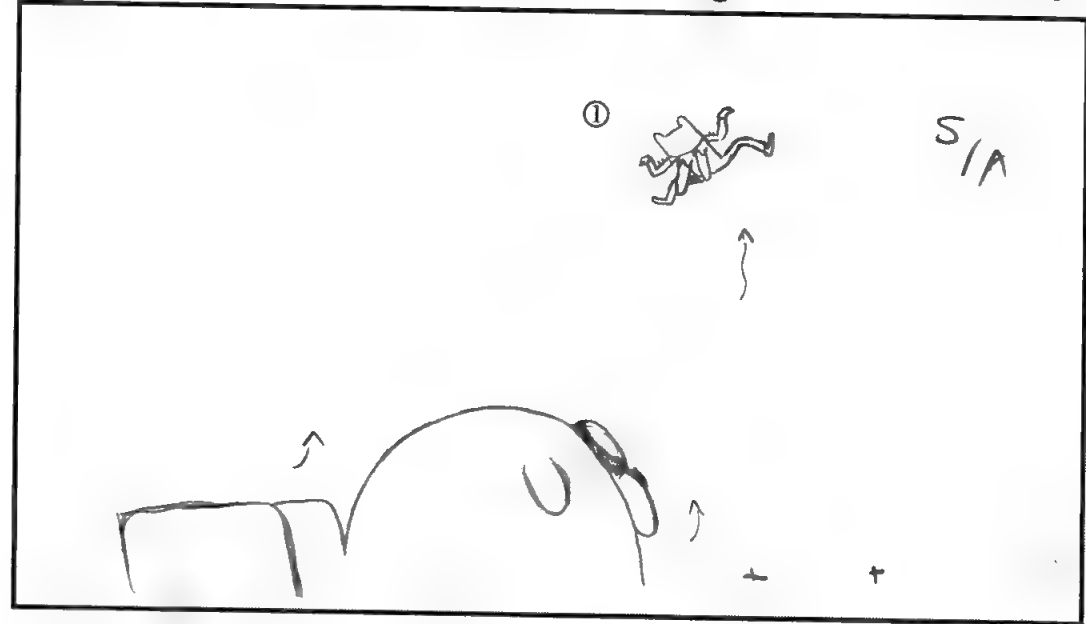
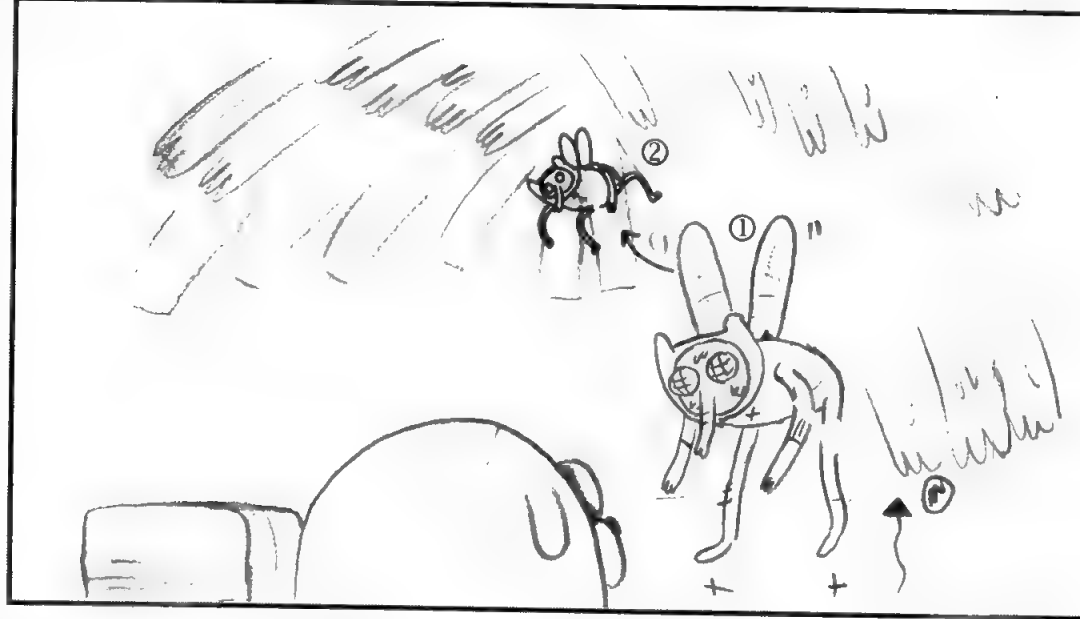
Sc.

116 *cont*
Pnl.

B

Bg.

Page 204
day night



Dialog:

SFX: * THP *

Action:

- FINN FLIES INTO SHOT

- F GOES UP ONTO CEILING.

Timing:



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Production:

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1025/181

1025/181

ADVENTURE TIME



Sc.

116 *cont*
Pnl.

C

Bg.

day night

Sc.

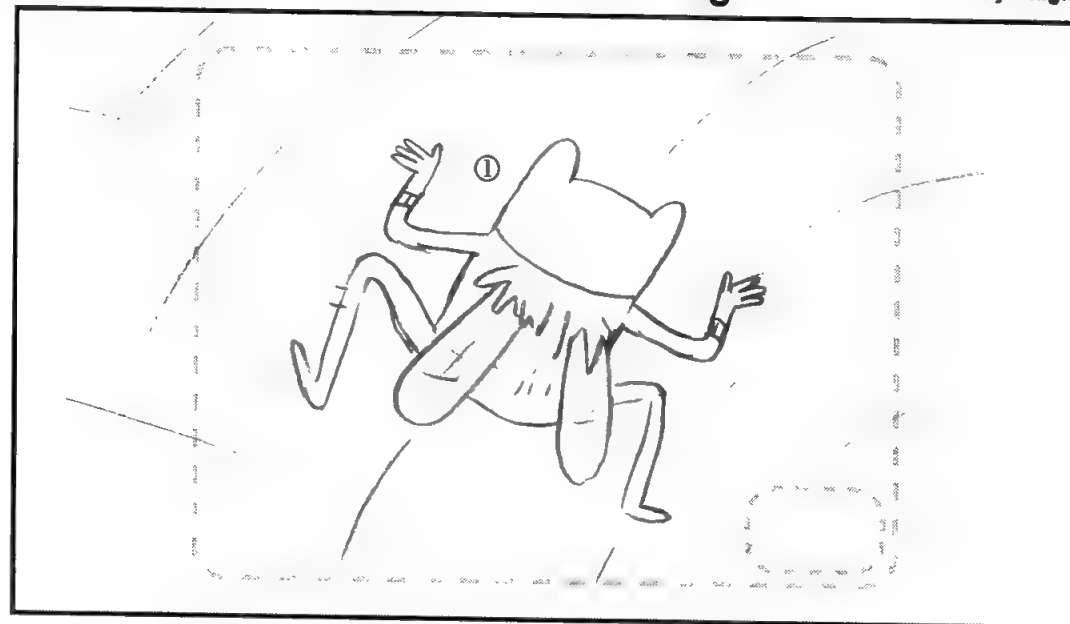
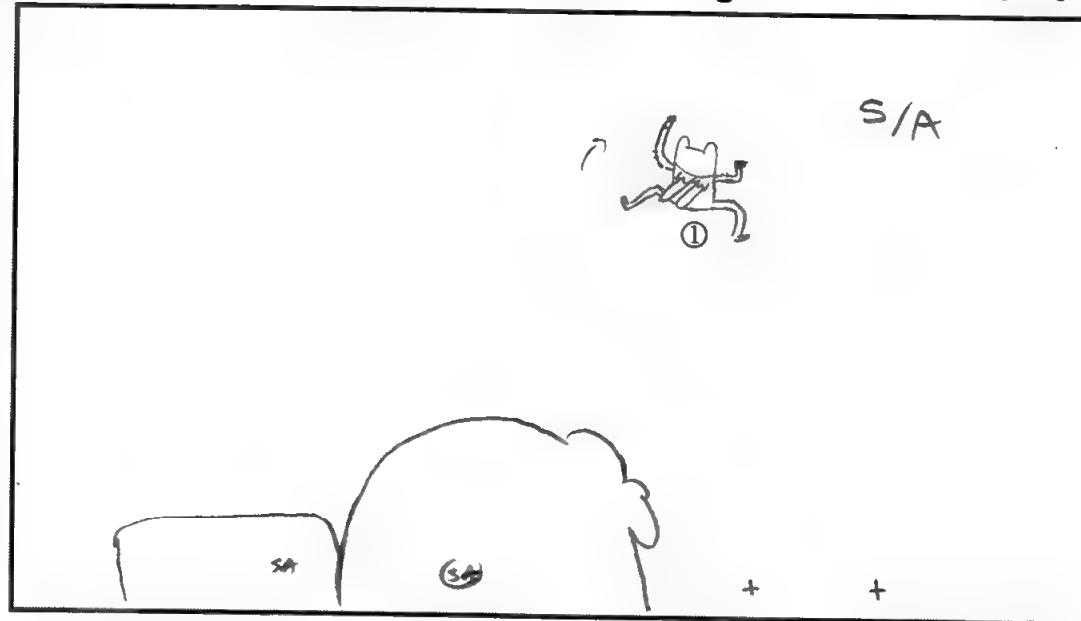
117

Pnl.

A

Bg.

Page *265*
day night



Dialog:

Action:

FINN ROTATES QUICKLY

Timing:



APR 23 2014

Production:

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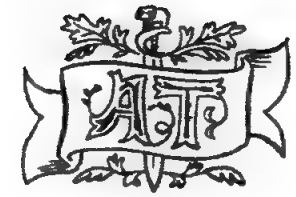
1025/181

1025/181

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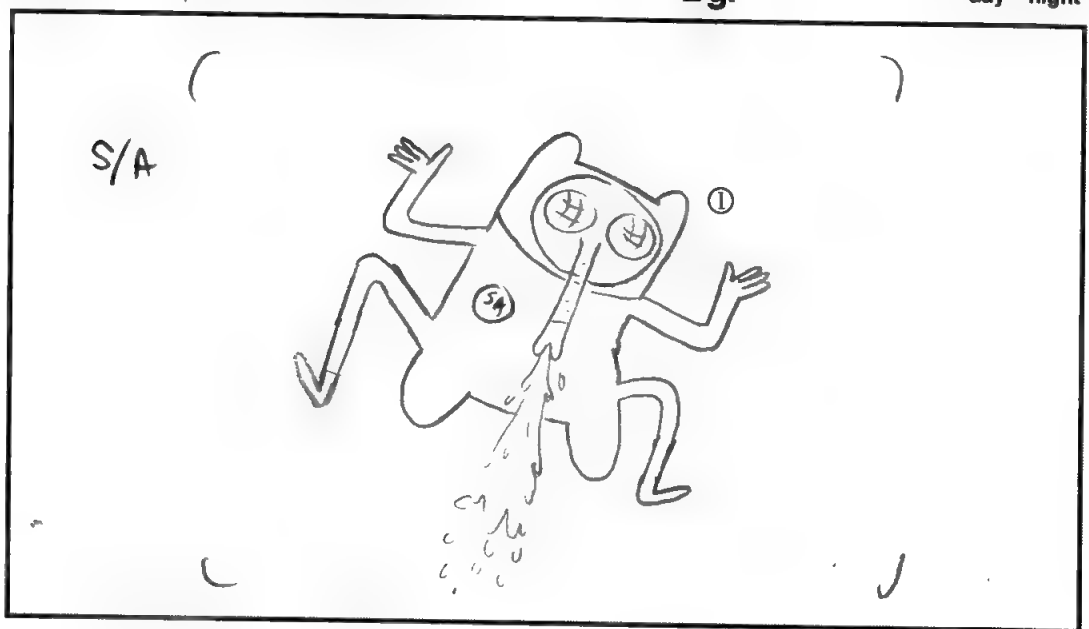
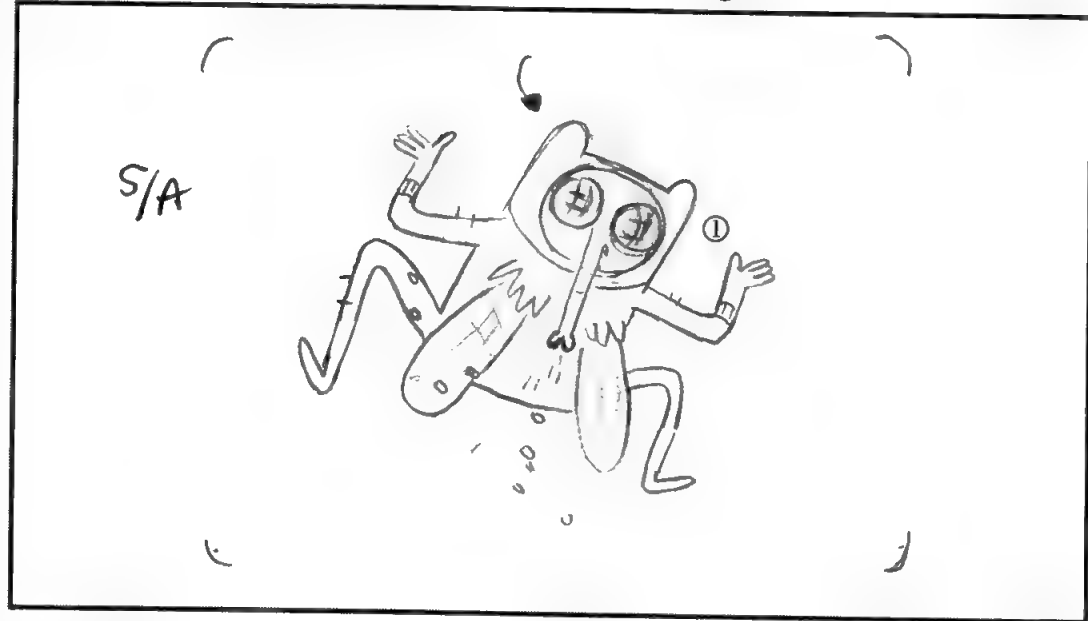
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ADVENTURE TIME

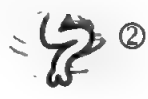


Sc. 117 *cont* Pnl. B Bg. day night Sc. 117 *cont* Pnl. C Bg. day night

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Dialog:	
SFX: * SPLKK!*	
Action:	- F'S HEAD ROTATES 180° FINN sprays out 500
Timing:	APR 23 2014 ②



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Production: 1025/181

1025/181

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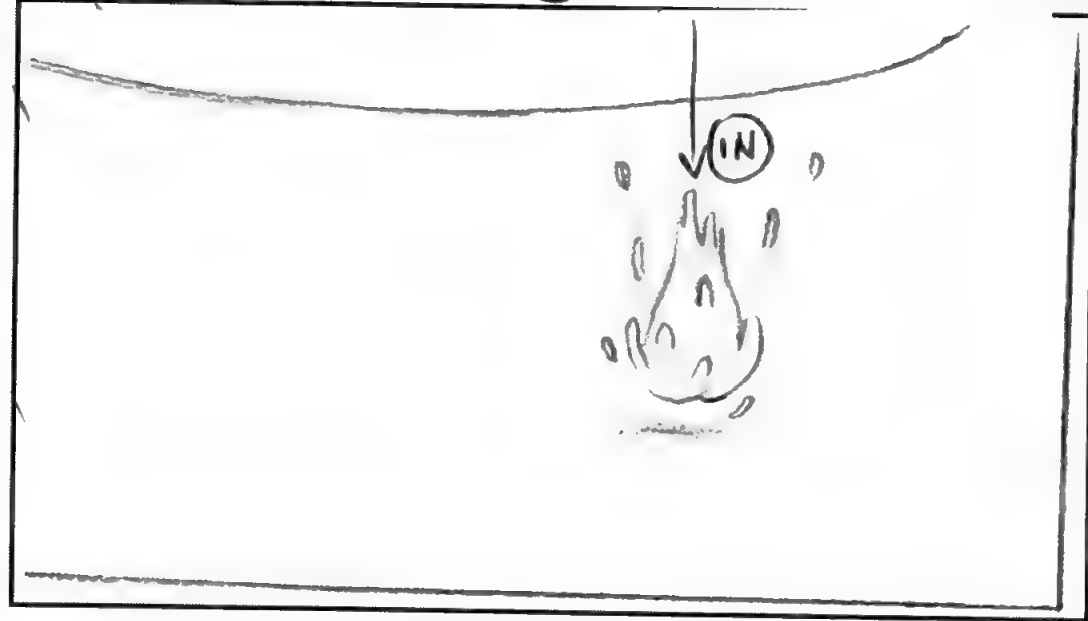
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ADVENTURE TIME



Sc. 118 Pnl. (A) Bg.

day night



Dialog:

Action: - Drop of soup falls in frame AND HITS GROUND.

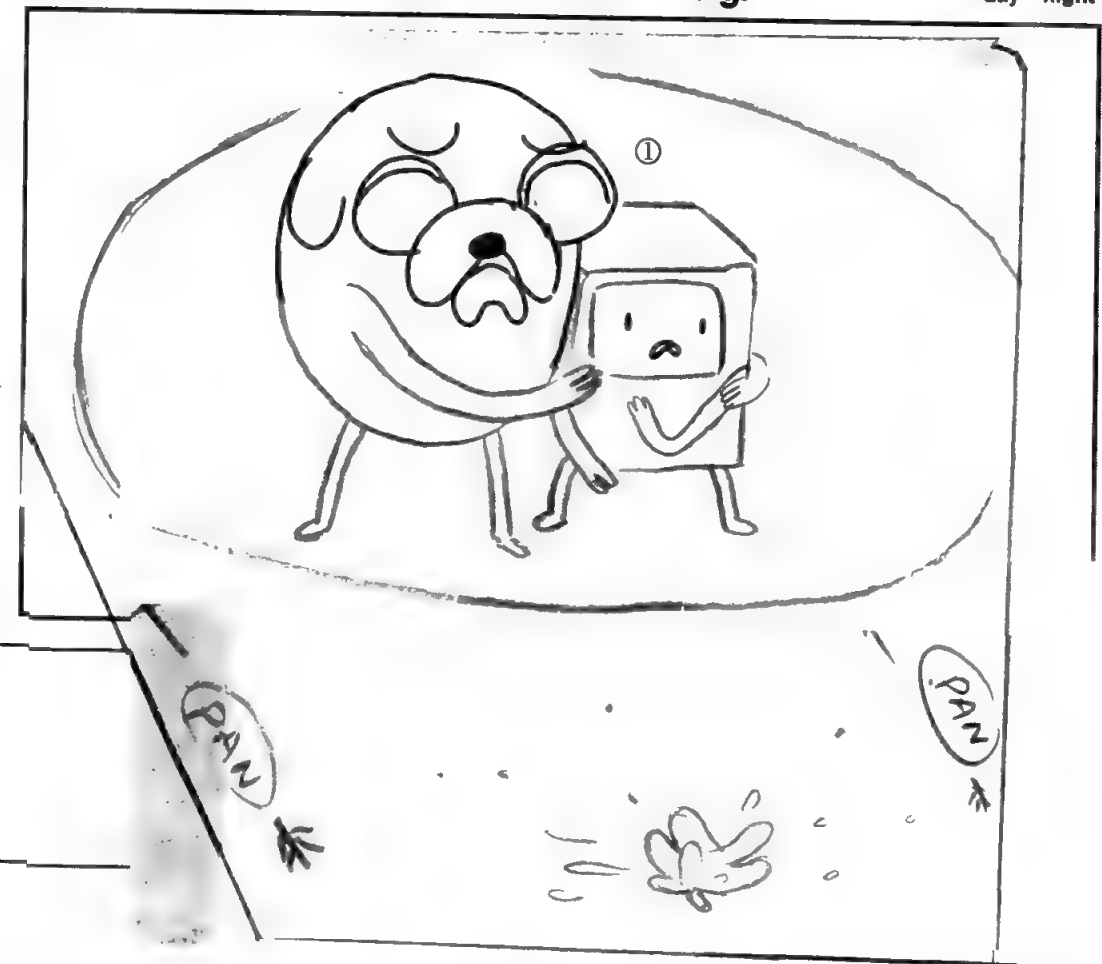
Timing:



Sc. 118 CONT Pnl. (B) Bg.

Page 207

day night



(CAM PANS UP AND PULLS OUT) UGH! THAT'S IT!

Production:

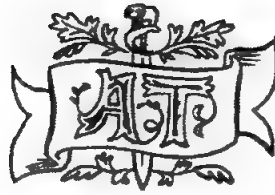
EPISODE #

1025-181

1025/181

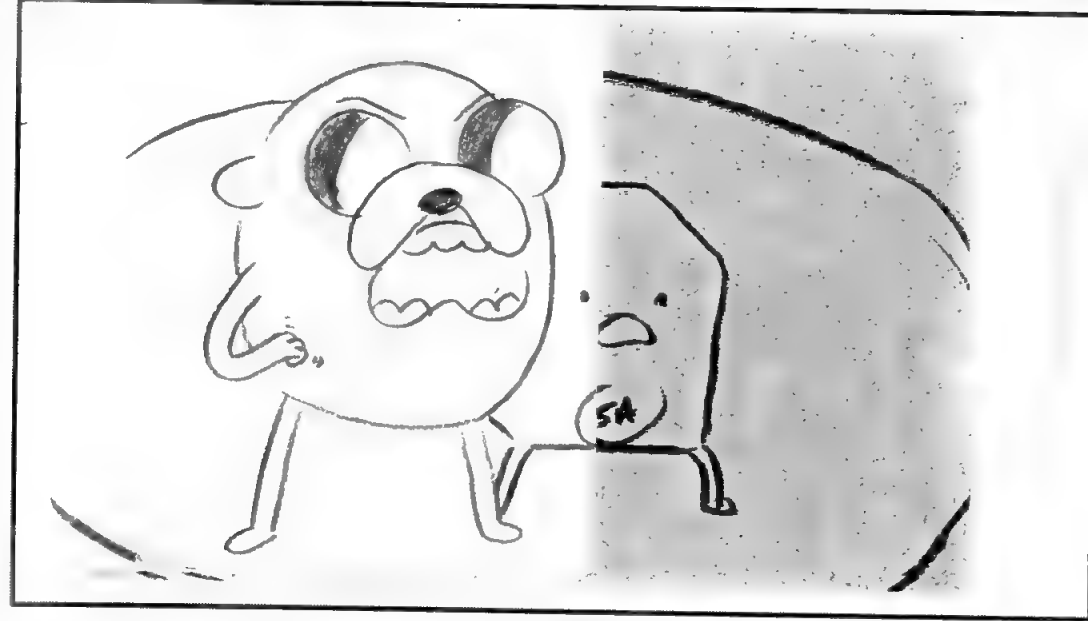
1025/181

ADVENTURE TIME



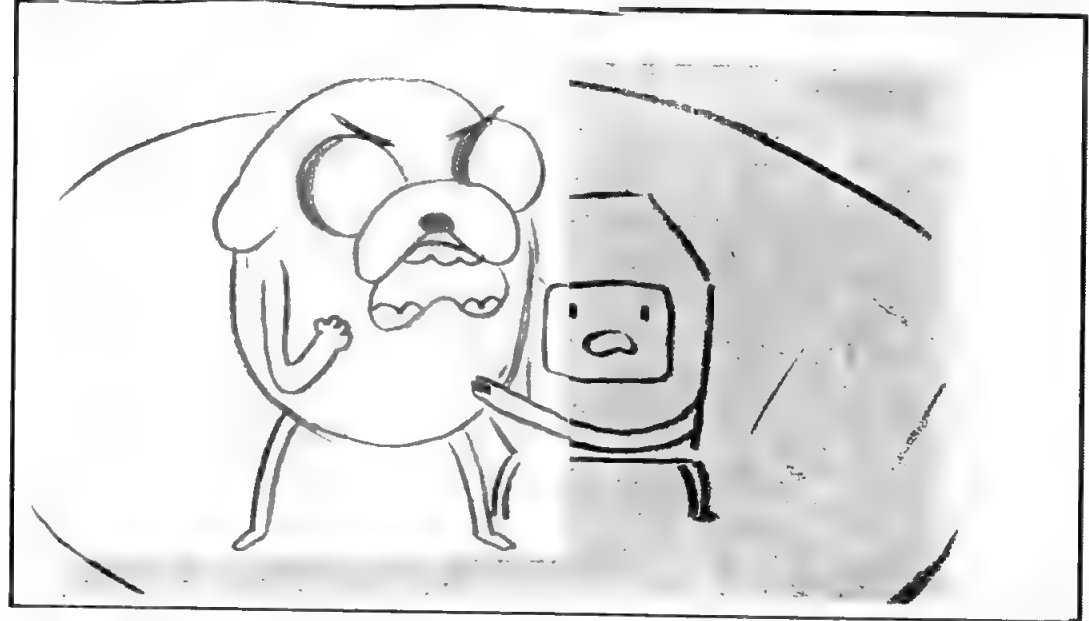
Sc. 118 *cont* Pnl. C Bg.

day night



Sc. 118 *cont* Pnl. D Bg.

Page 208
day night



Dialog:

J/ I've had it with the ghost fly!

⑤ I wish I were a ghost so I could

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

Production:

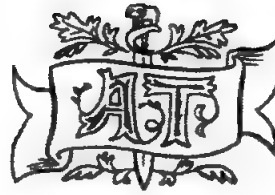
1025/181

1025/181

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ADVENTURE TIME



Sc.

118 cont Pnl.

↓

Bg.

day night

Sc.

118 cont Pnl.

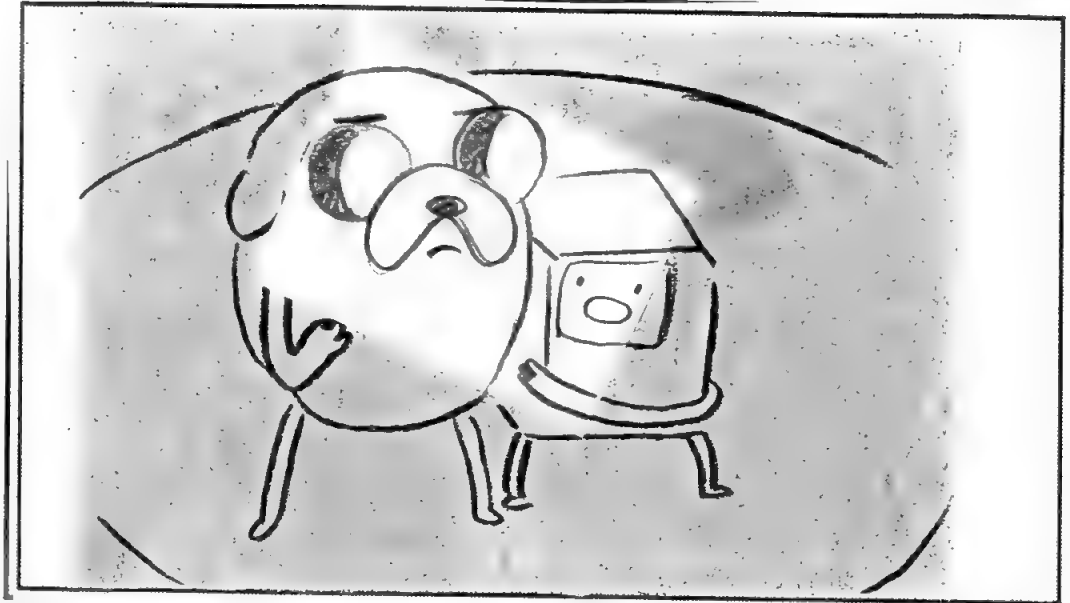
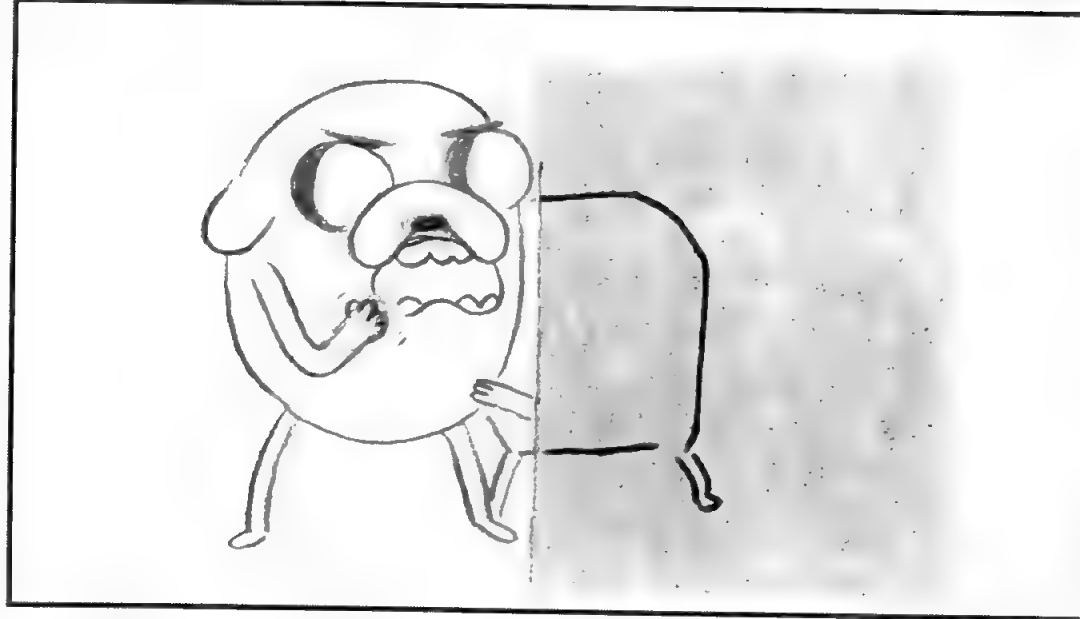
↓

Bg.

Page

209

day night



Dialog:

⑤ punch him with my ghost fist!

Bmo: JAKE, I have a radical option.

Action:

J shakes fist -

APR 23 2014

Timing:

EPISODE #

1025-181

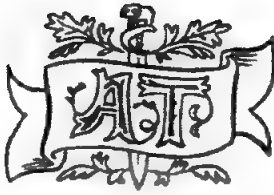
1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

118 cont Pnl.

6

Bg.

day night

Sc.

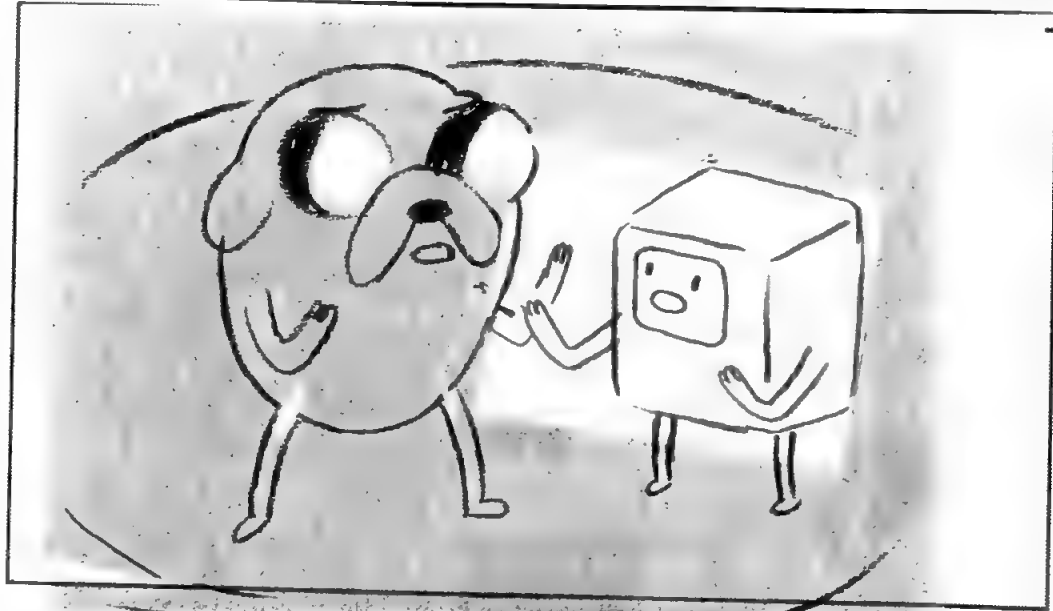
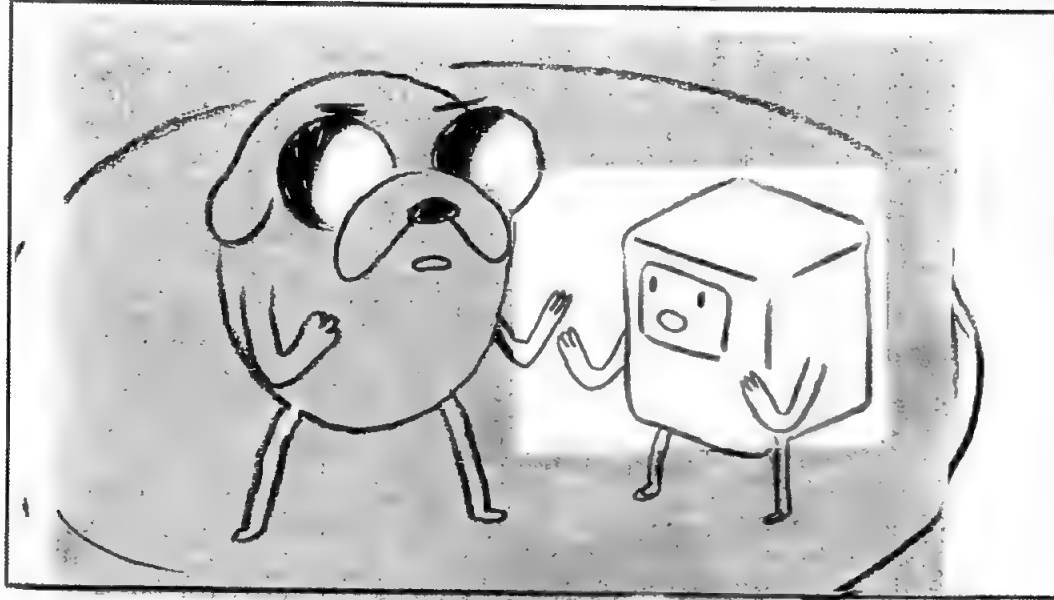
118 cont Pnl.

4

Bg.

Page 210

day night



Dialog:

BMO: I'VE BEEN STUDYING
A KARATE MOVE THAT
COULD --

BMO: TEMPORARILY STOP
YOUR HEART --

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

ADVENTURE TIME

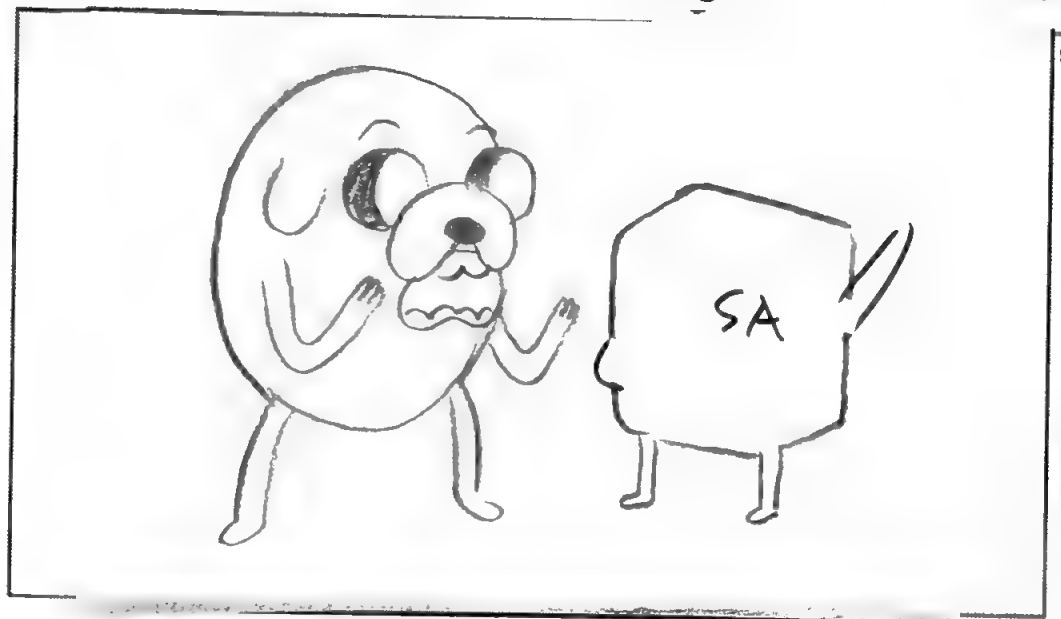
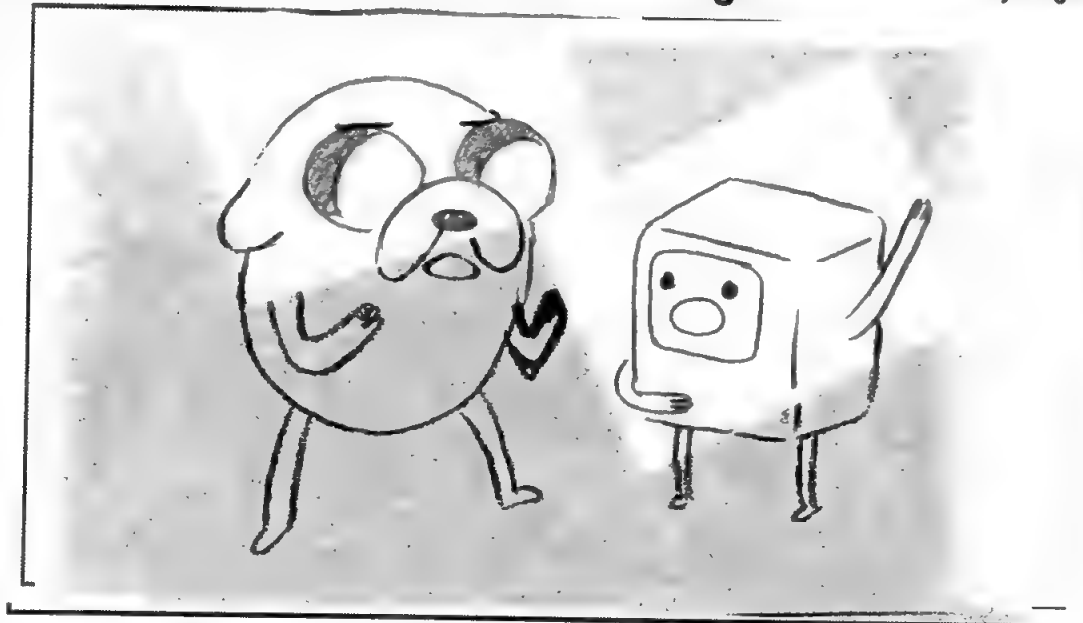


Sc. 118 CONT F Bg.

day night Sc.

118 CONT Pnl. J Bg.

Page 211
day night



Dialog:

BMO/ long enough for you to fight
the ghost on his own plan
of existence.

(J) what?

Action:

Timing:

APR 23 2014

EPISODE #

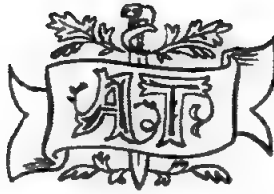
1025-181

1025/181

Production:

1025/181

ADVENTURE TIME

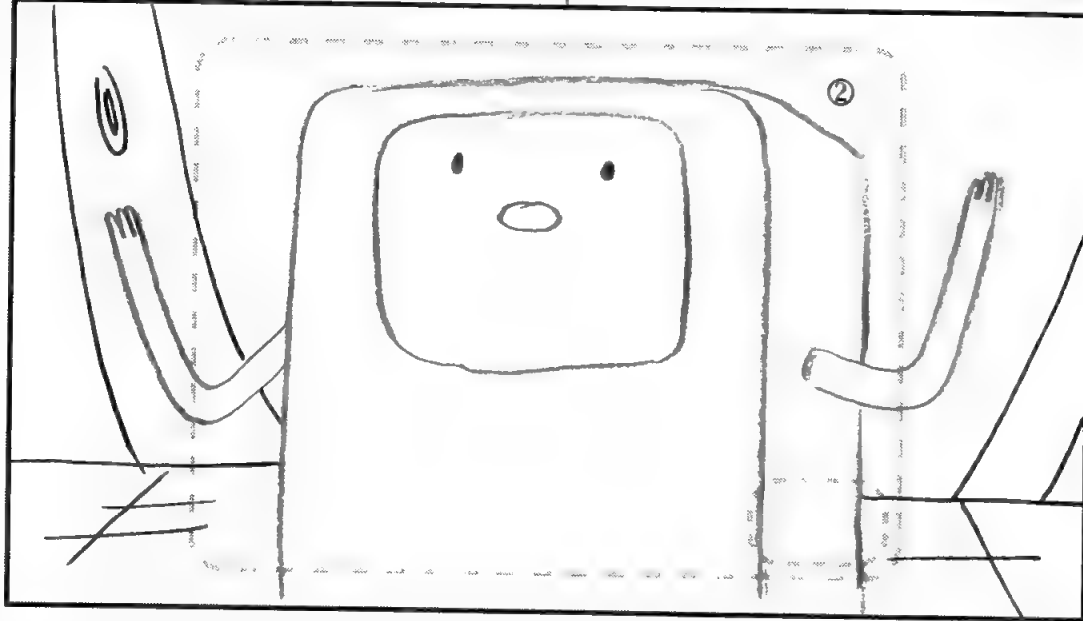


Sc. 119

Pnl. A

Bg.

day night



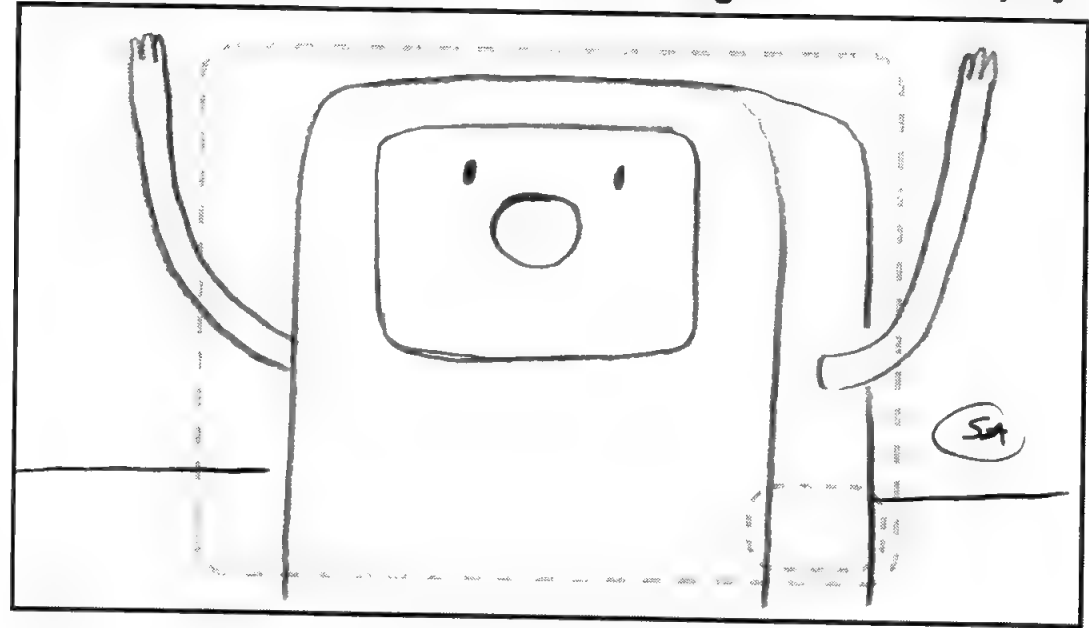
Sc. 119

CONT

Pnl. B

Bg.

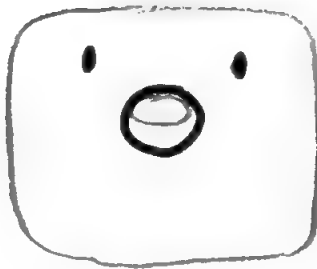
day night



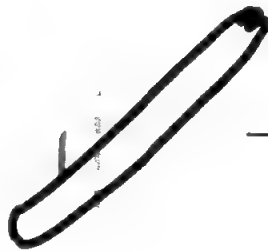
Dialog:

Action: (START POSE)

Timing:



①



BMO: IT'S OKAY!

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EPISODE #

1025-181

Production:

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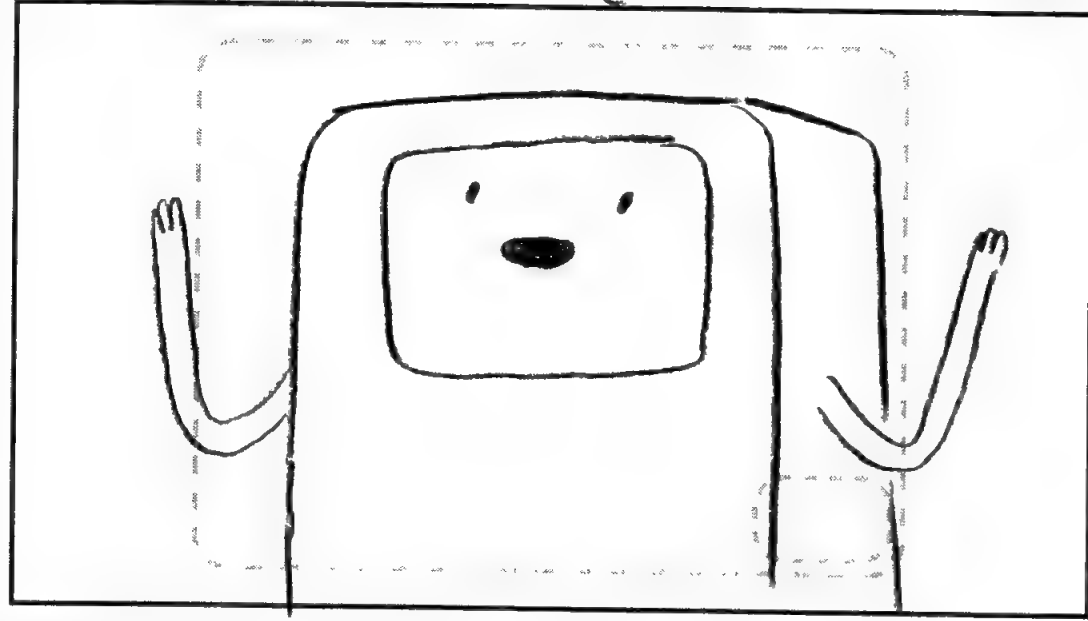
ADVENTURE TIME



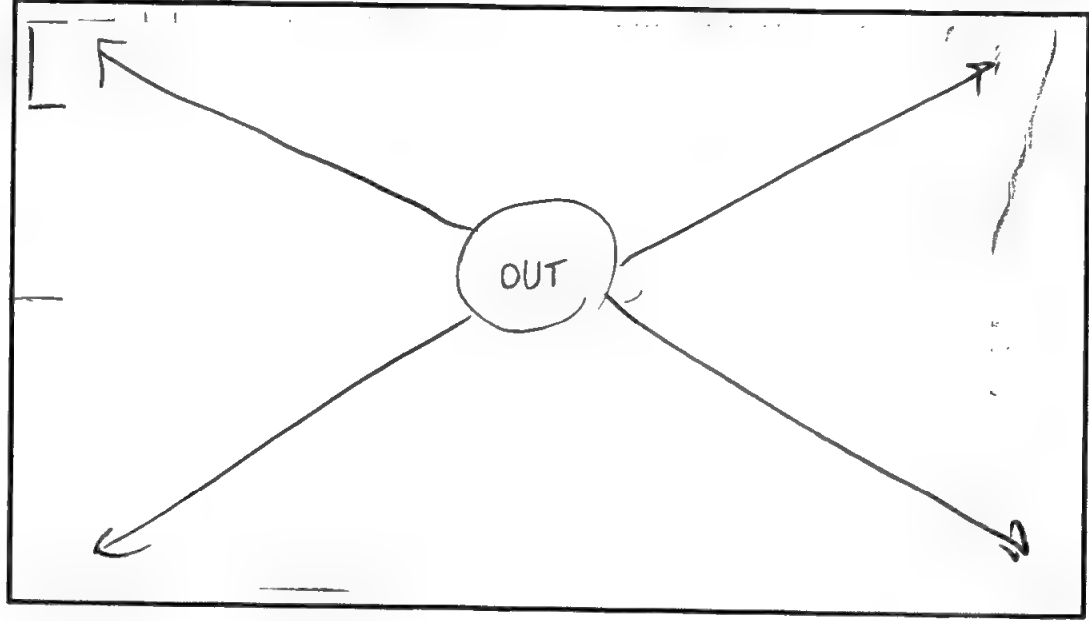
NO SC
120

Page 213

Sc. 119 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<p><i>BMO! I LEARNED IT OUT OF A MAGAZINE.</i></p>
Action:
Timing:

APR 23 2014

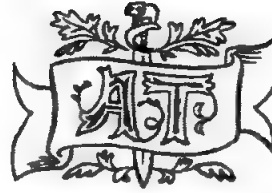
EPISODE # 1025-181

Production:

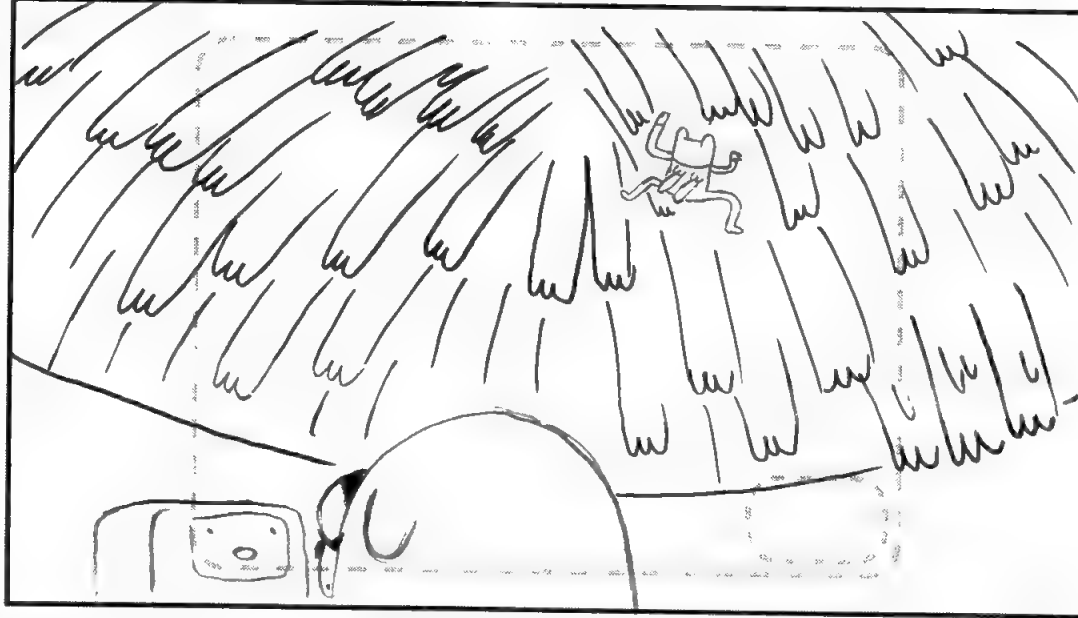
1025/181

1025/181

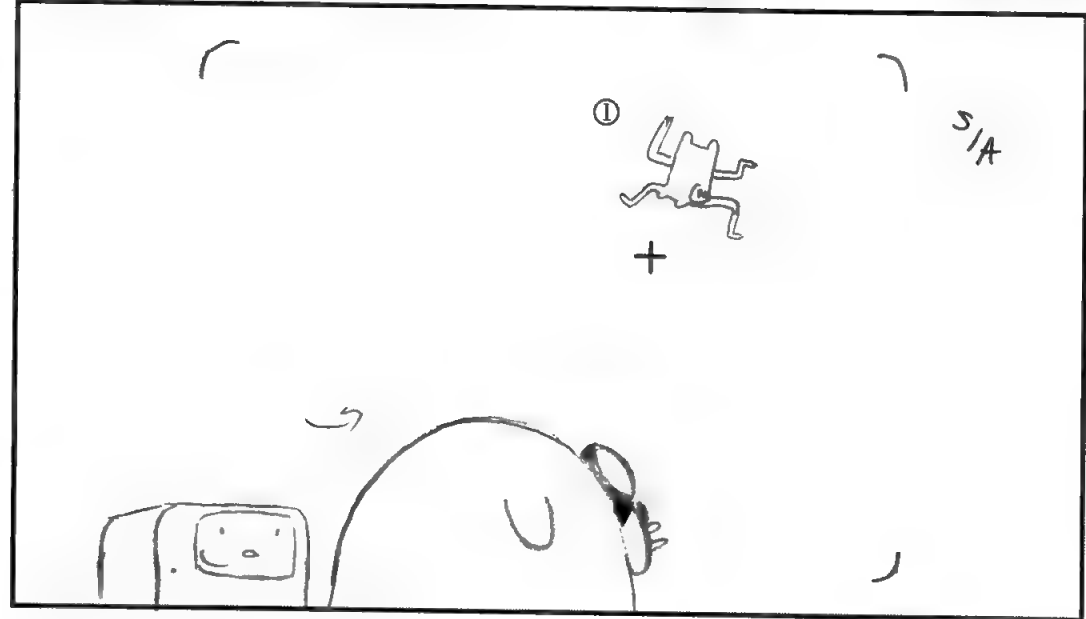
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 121 CONT Pnl. B Bg. day night



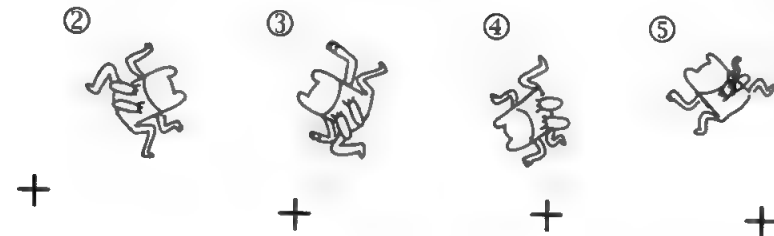
Dialog:

⑤ FINN...

Action:

- J. TURNS TOWARDS FINN.

Timing:



APR 23 2014

ADVENTURE TIME



Sc.

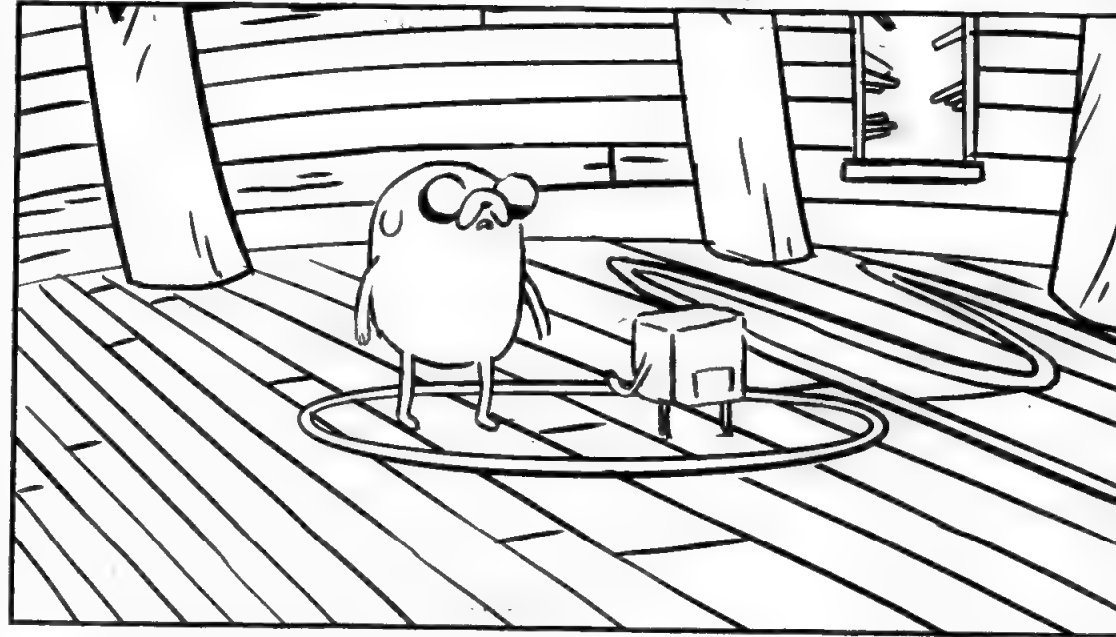
122

Pnl.

A

Bg.

day night



Sc.

122

CONT

Pnl. B

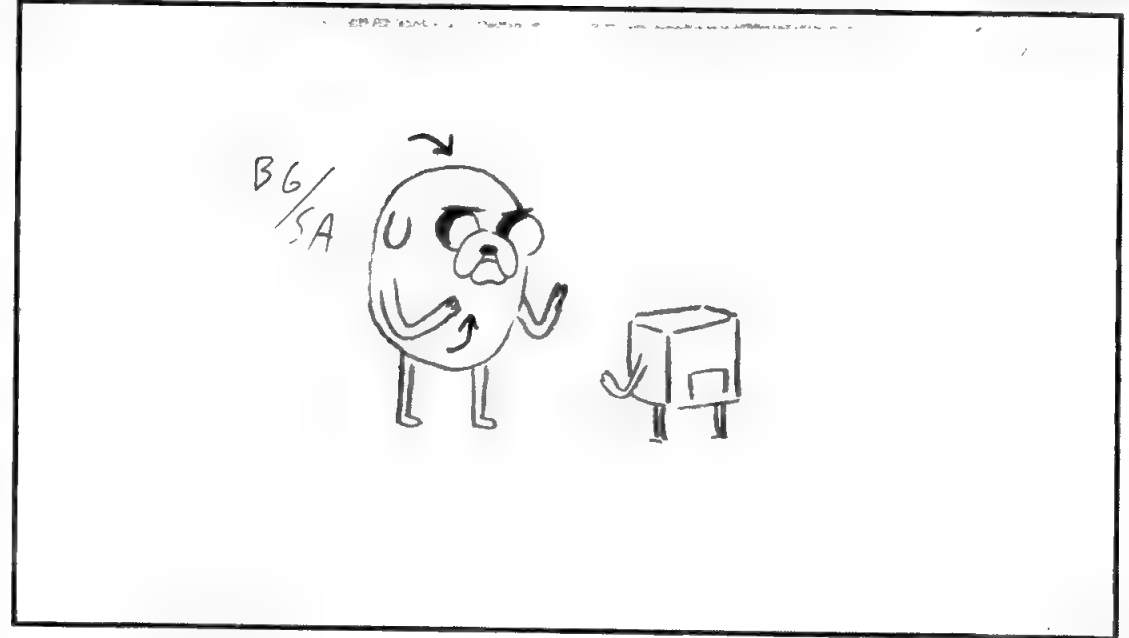
Bg.

Page

215

215A NEXT

day night



Dialog:

⑤ : ALRIGHT

Action:

APR 23 2014

Timing:

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1025/181

Production:

1025/181

1025/181

1025/181

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ADVENTURE TIME



Sc.

122 *cont*

Pnl.

C

Bg.

day night

Sc. 122A

Pnl.

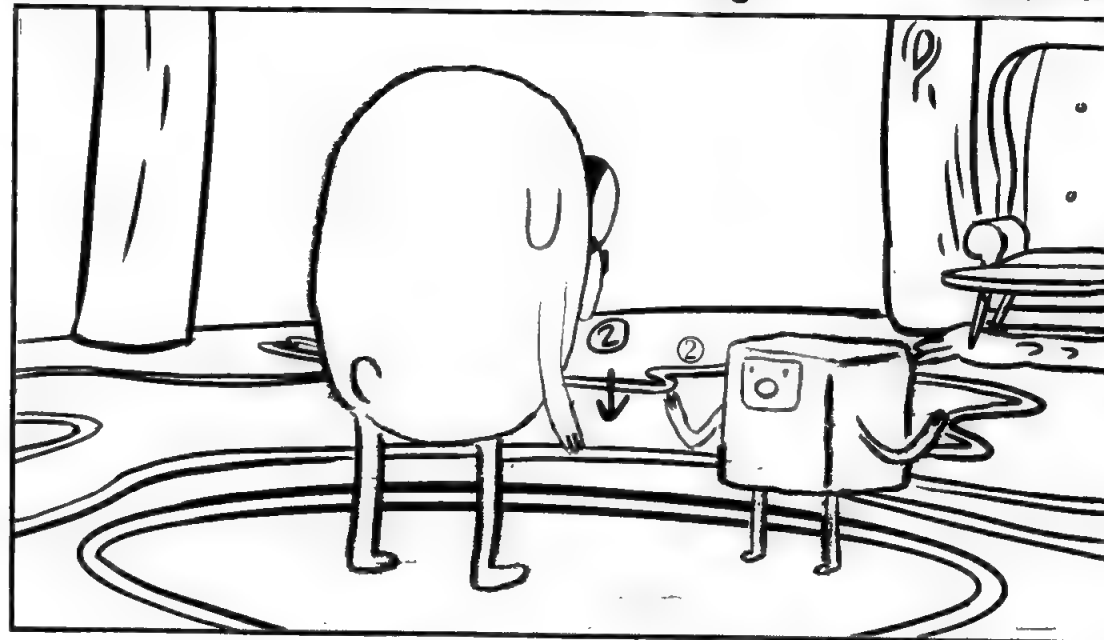
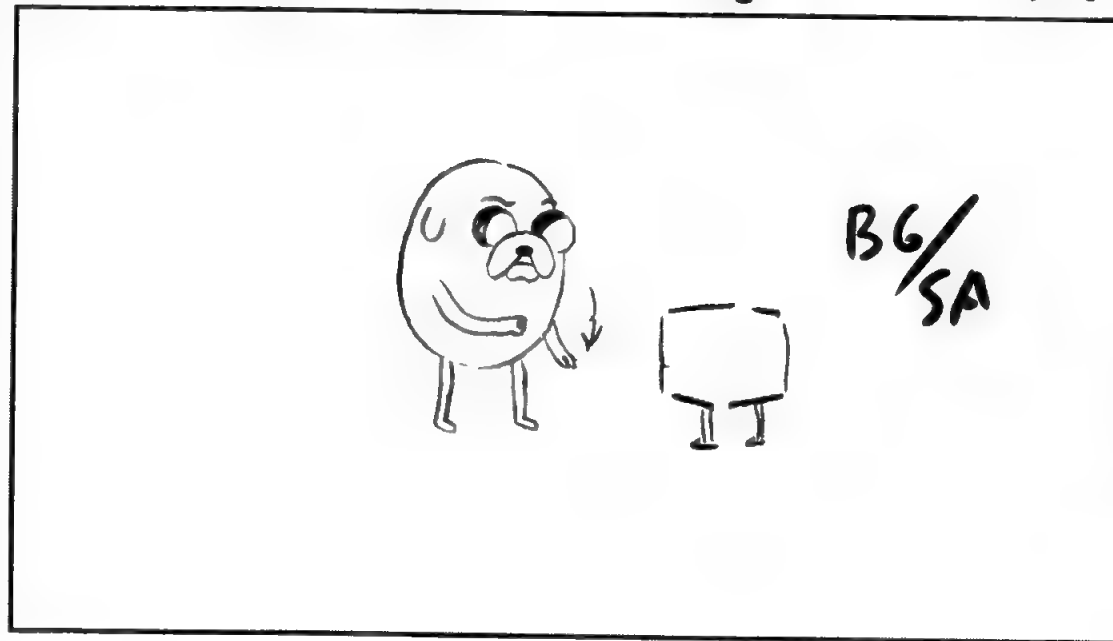
A

Bg.

Page

215A

216 NEXT
day night



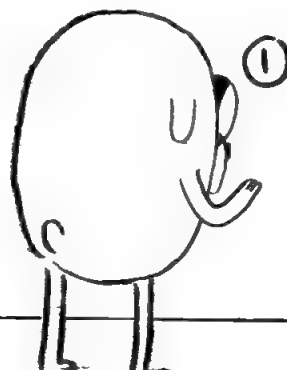
Dialog:

J: But first you gotta
give me some unfinished
business so I can come back as a ghost.

BMO: TELL ME A
JOKE

Action:

Timing:



APR 23 2014

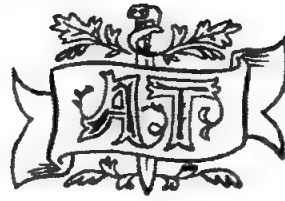
1025/181

EPISODE #

1025/181 1025-181

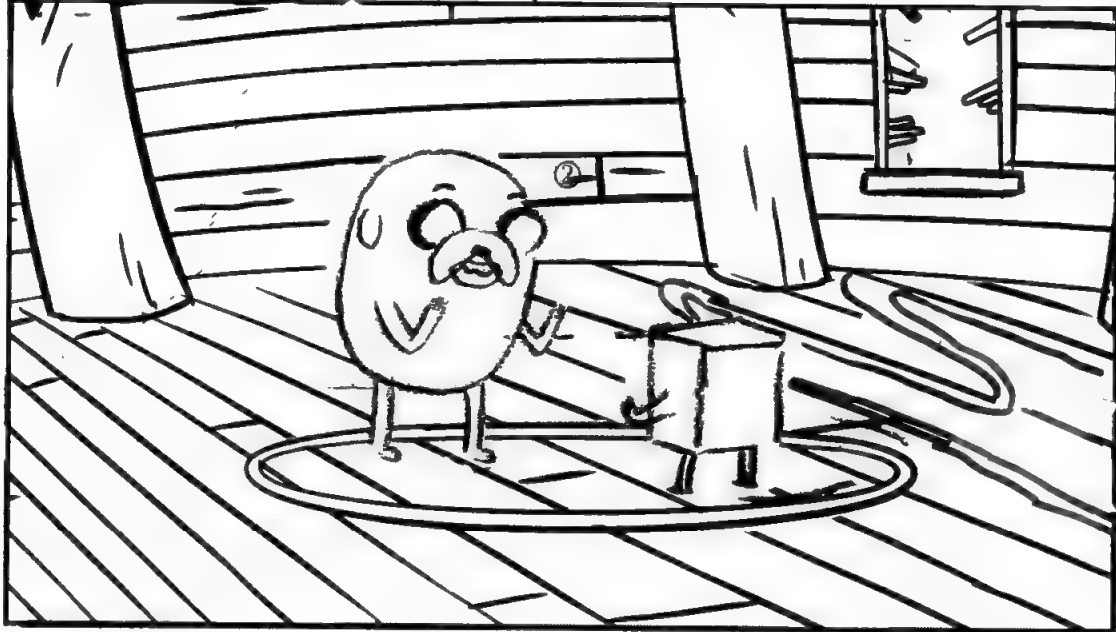
Production:

ADVENTURE TIME

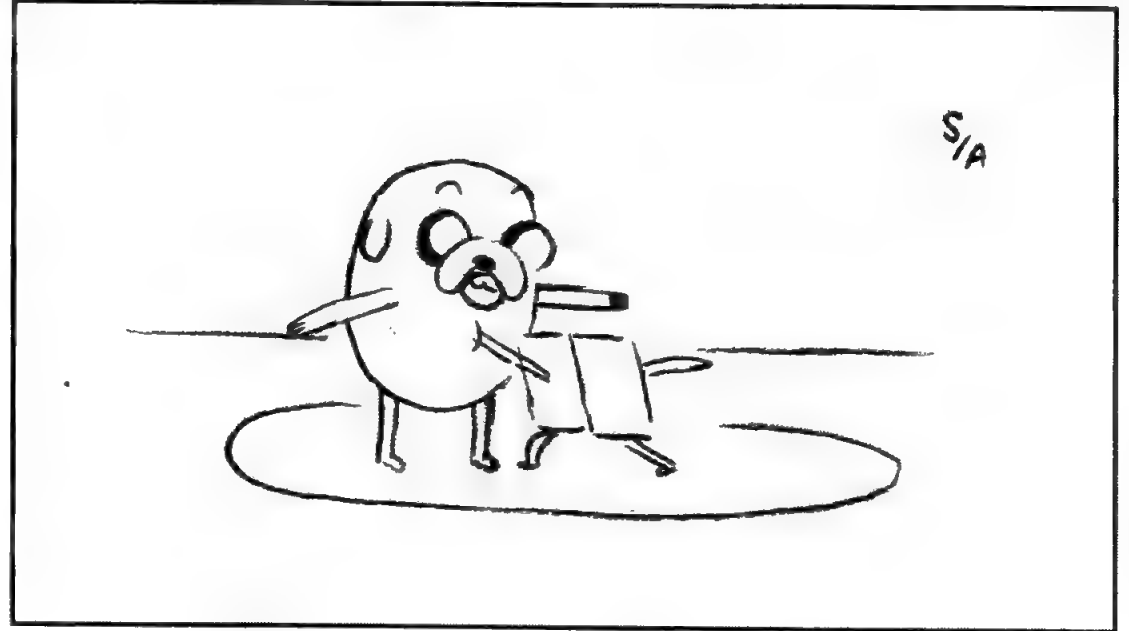


Page 216

Sc. 123 Pnl. A Bg. day night



Sc. 123 cont Pnl. 1 Bg. day night



Dialog:

⑤ Okay, what do you
call a bear that only
attacks guys named Paul?

BMO: KEE-YAI!

Action:

- BMO STRIKES JAKE

Timing:



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Production:

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1025/181

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ADVENTURE TIME



Sc.

124

Pnl.

A

Bg.

day night

Sc.

124 cont

Pnl.

B

Bg.

Page 217

day night



Dialog:

(J) CHOKING SOUNDS

(J): HNNNNNG !

Action:

GRABS his heart

APR 23 2011

Timing:

EPISODE #

Production:

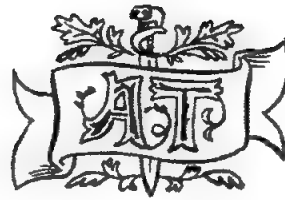
1025/181 1025-181

1025/181

1025/181

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ADVENTURE TIME



Sc.

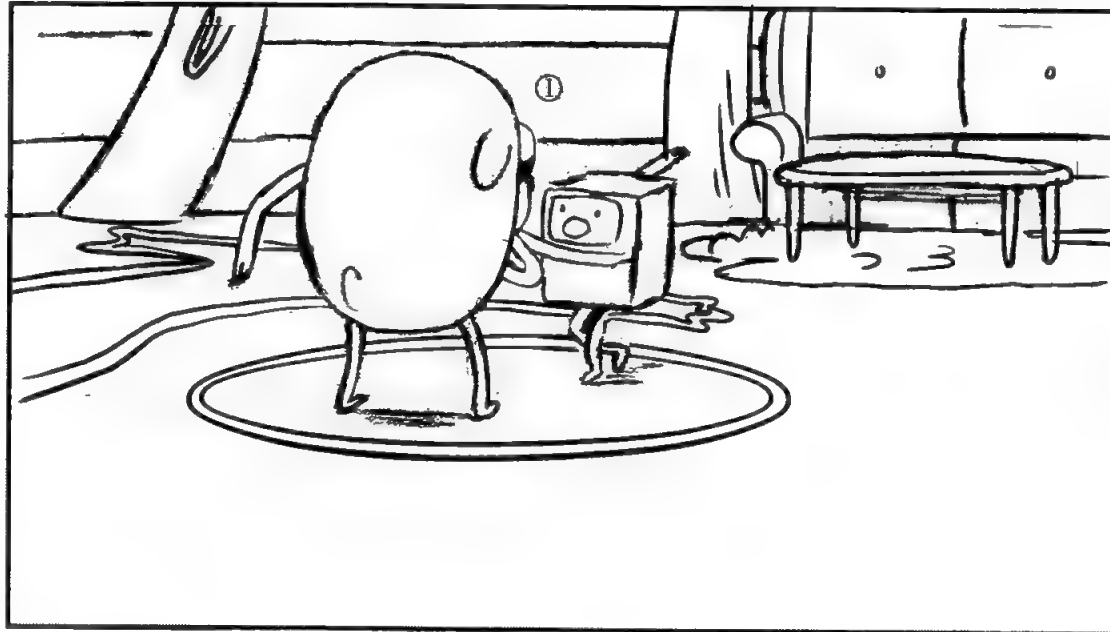
125

Pnl.

A

Bg.

day night



Sc.

125 cont

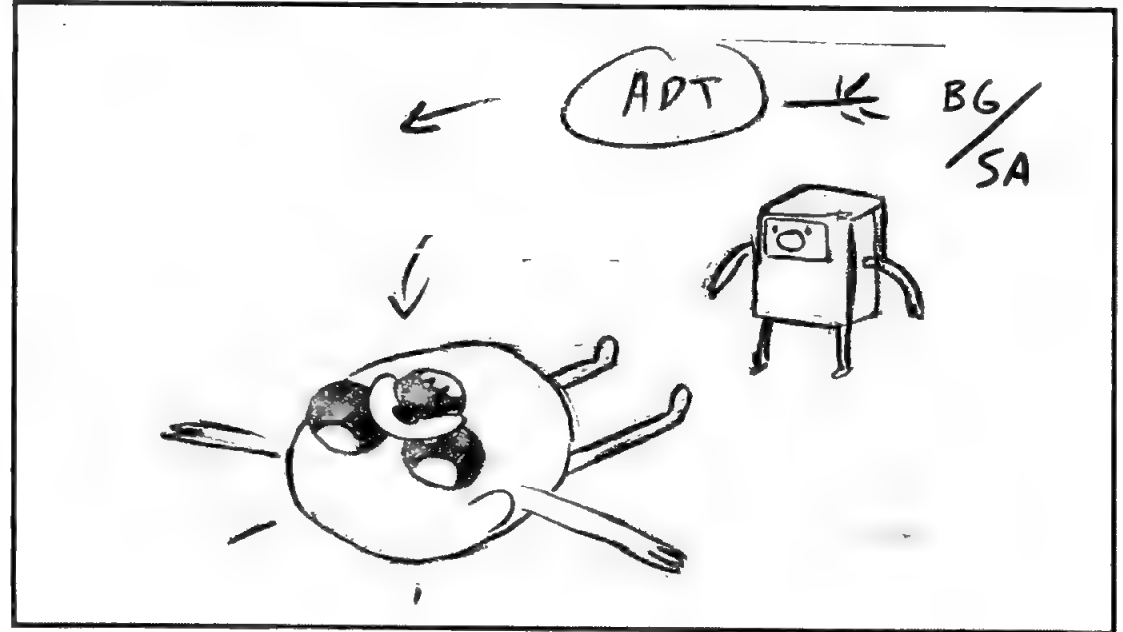
Pnl.

B

Bg.

day night

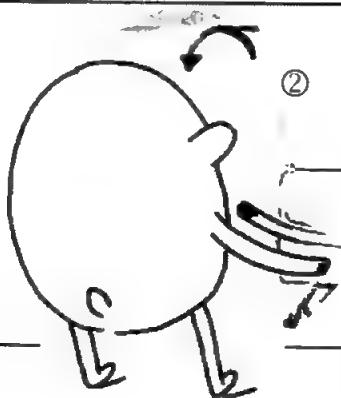
Page 218



Dialog:

Action:

Timing:



- J. FLOPS OVER.

- ADJ. W/ ACTION

APR 23 2014

EPISODE #

Production:

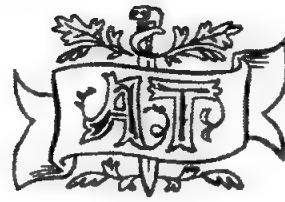
1025/181 1025-181

1025/181

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ADVENTURE TIME



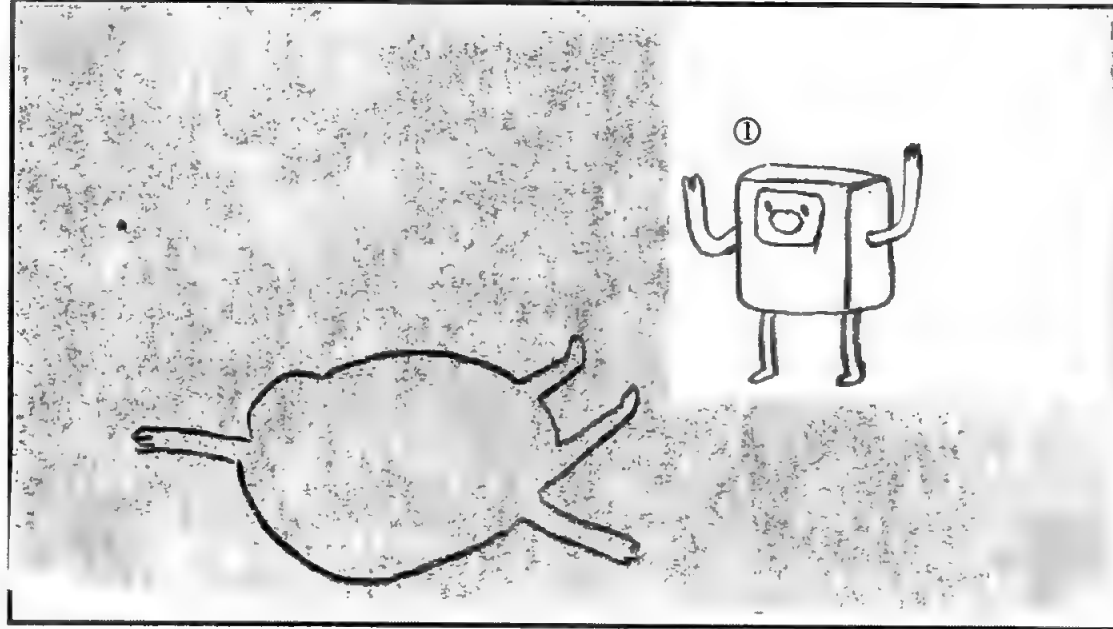
Sc.

125 cont Pnl.

C

Bg.

day night



Sc.

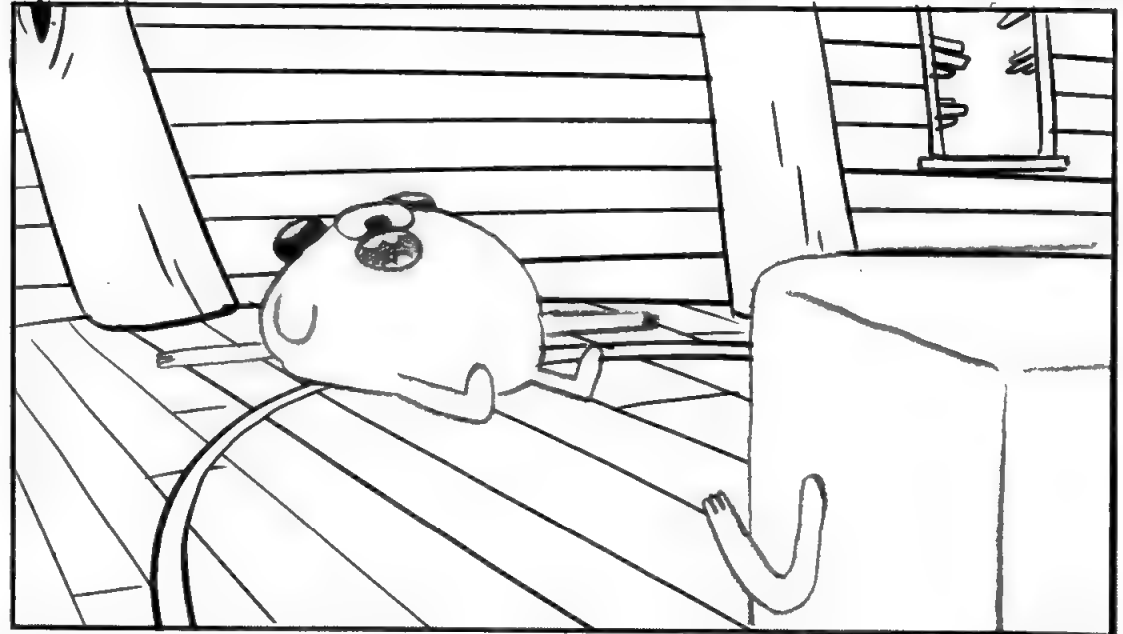
126

Pnl.

A

Bg.

Page 219
319A NEXT
day night



Dialog:

I killed JAKE!
BMO: YAY BMO!

Action:

Timing:



APR 23 2014

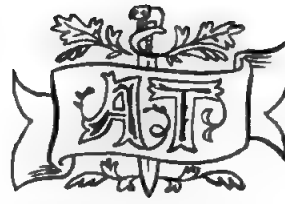
Production:

EPISODE #

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1025/181

ADVENTURE TIME



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220 NEXT
day night

Sc. 126 **cont**

Pnl. B

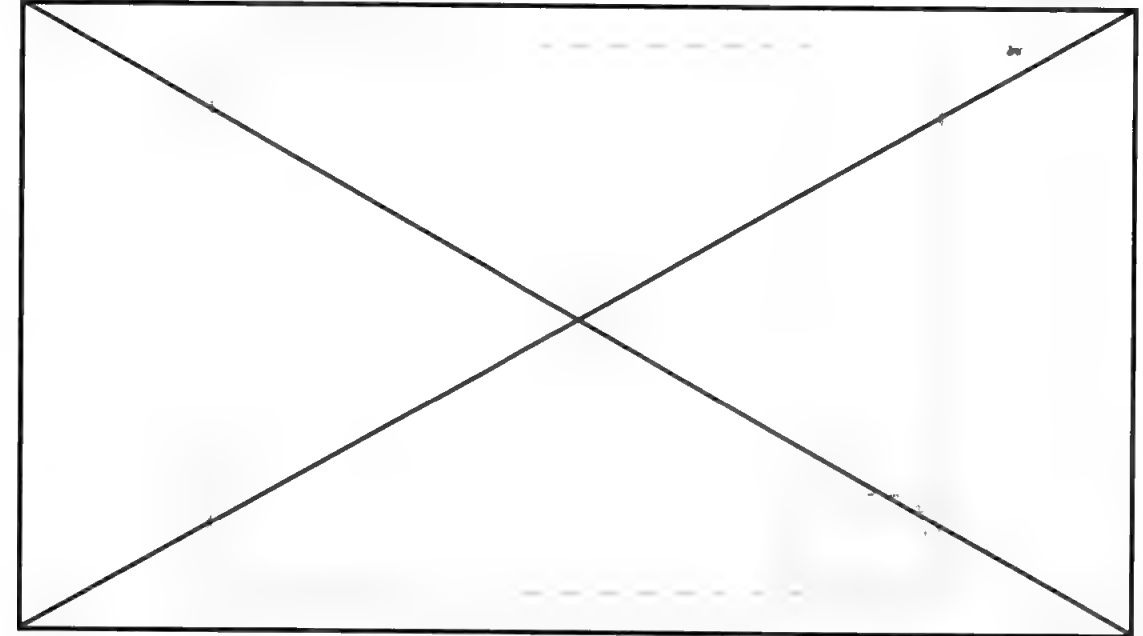
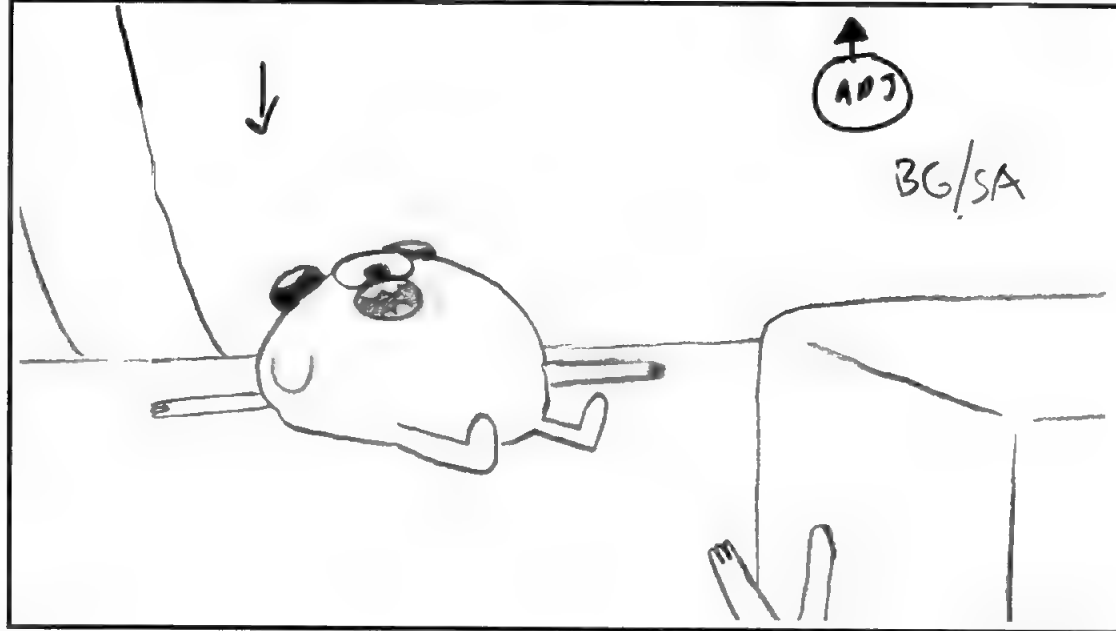
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

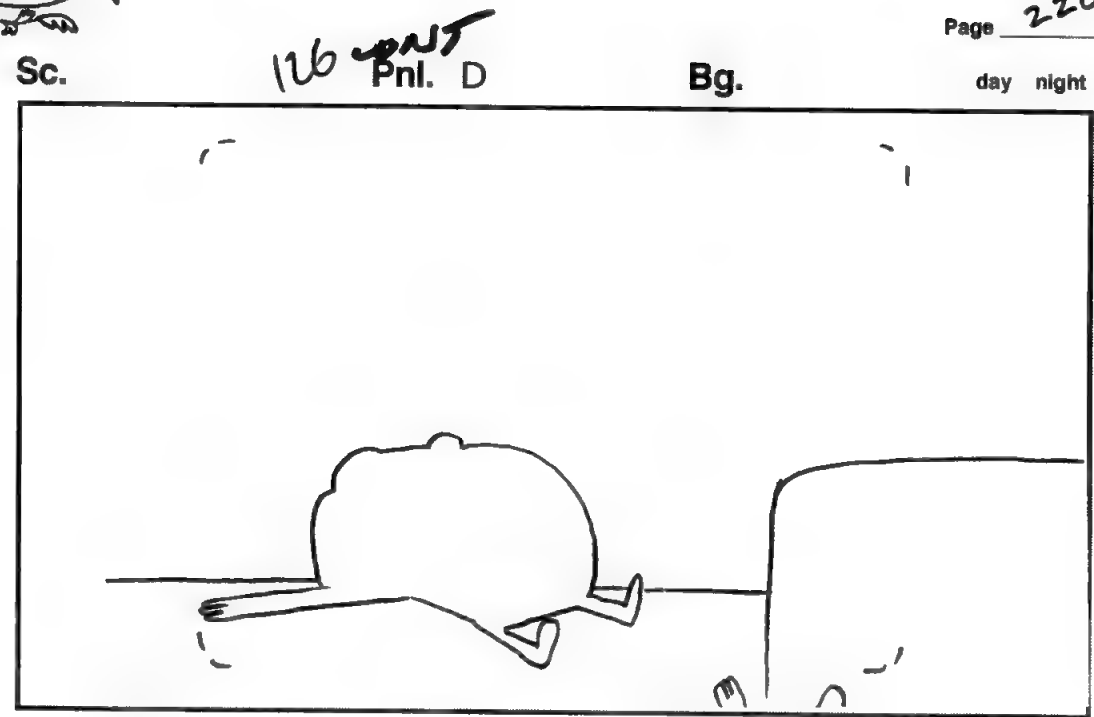
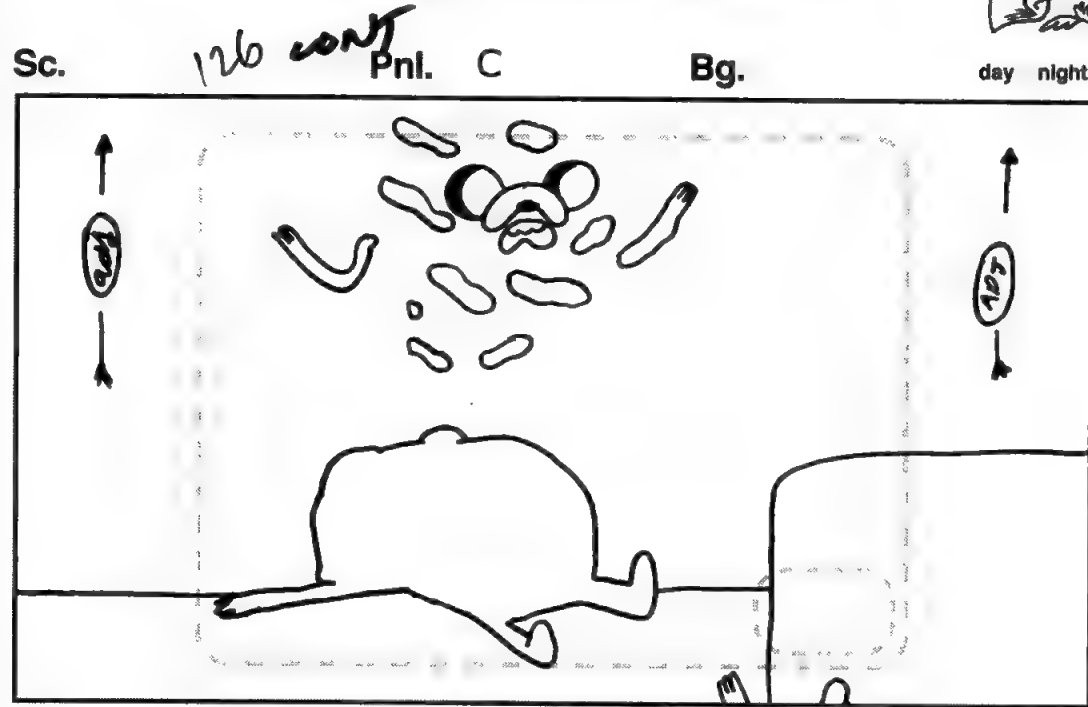
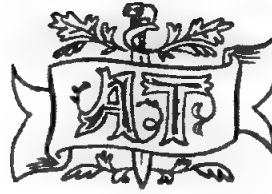
Production:

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1025/181

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ADVENTURE TIME



Dialog:

⑤ (voice cutting in and out)
" whoa BMO you killed me whoa wow/wow!"

Action:

③ ← JAKE FADES OFF AND ON → ④

APR 23 2014

Timing:

- ADJ. UP.

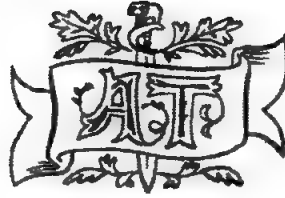
EPISODE #

1025/181 1025-181

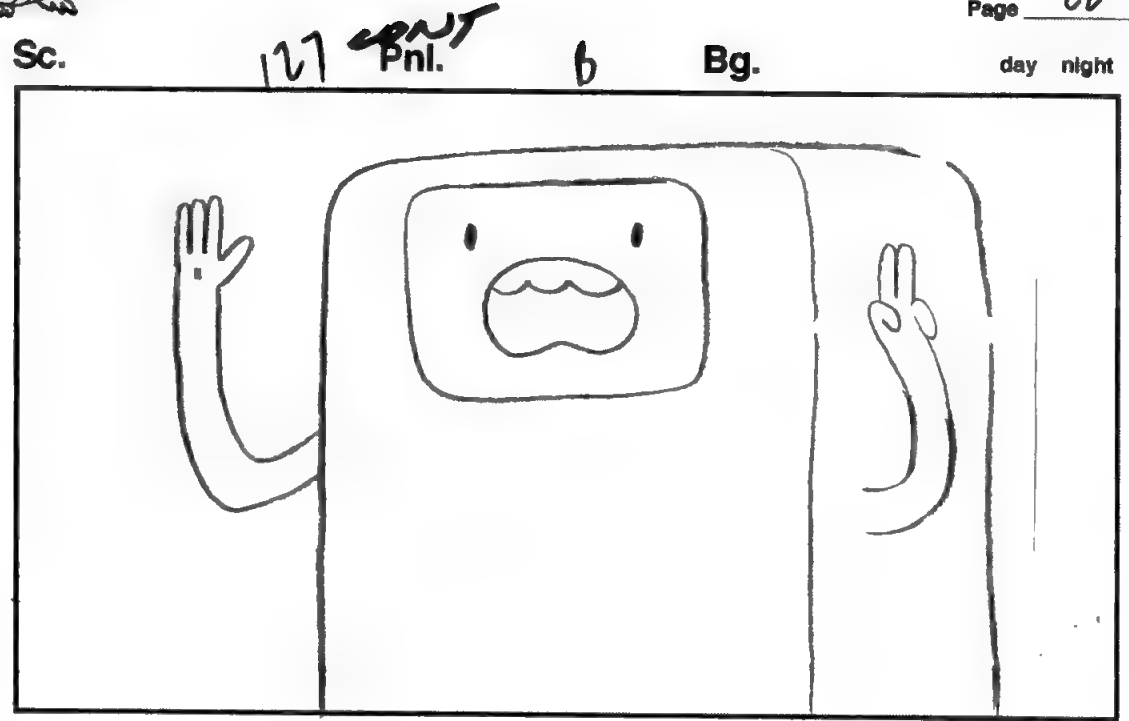
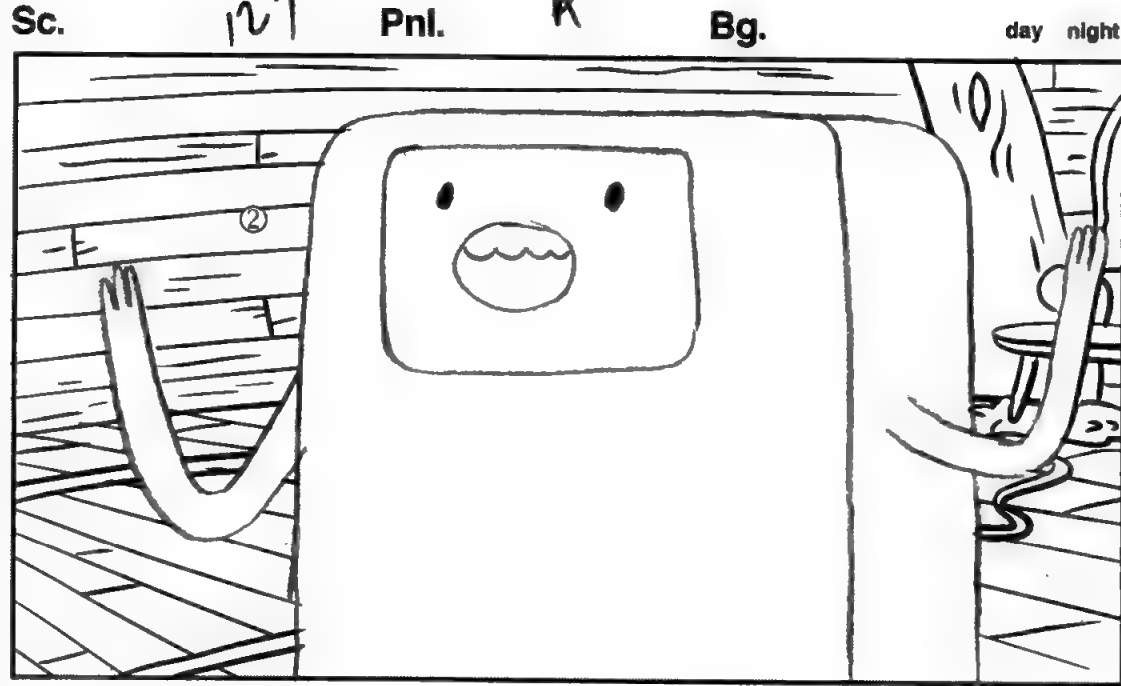
Production:

1025/181

ADVENTURE TIME



Page 221



Dialog:	BMO: JAKE! I CAN'T HEAR YOU!		BMO: I'll start your heart up in 5 minutes! OK?	
Action:	①			APR 23 2014
Timing:				

EPISODE #

Production:

1025/181

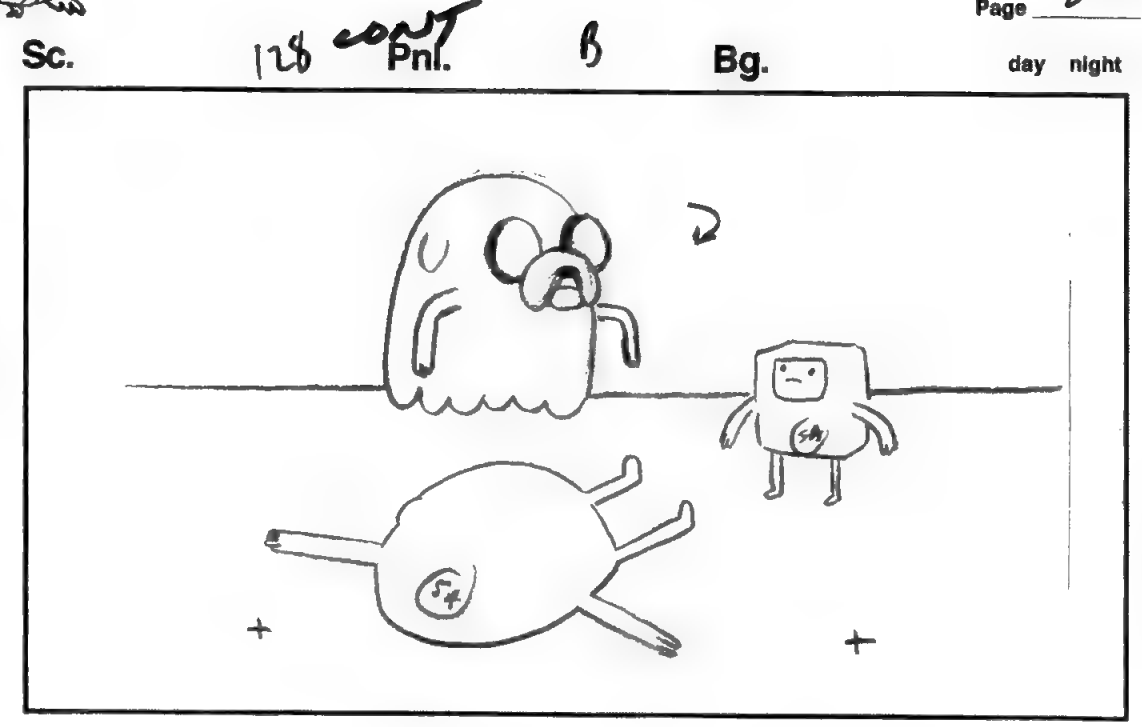
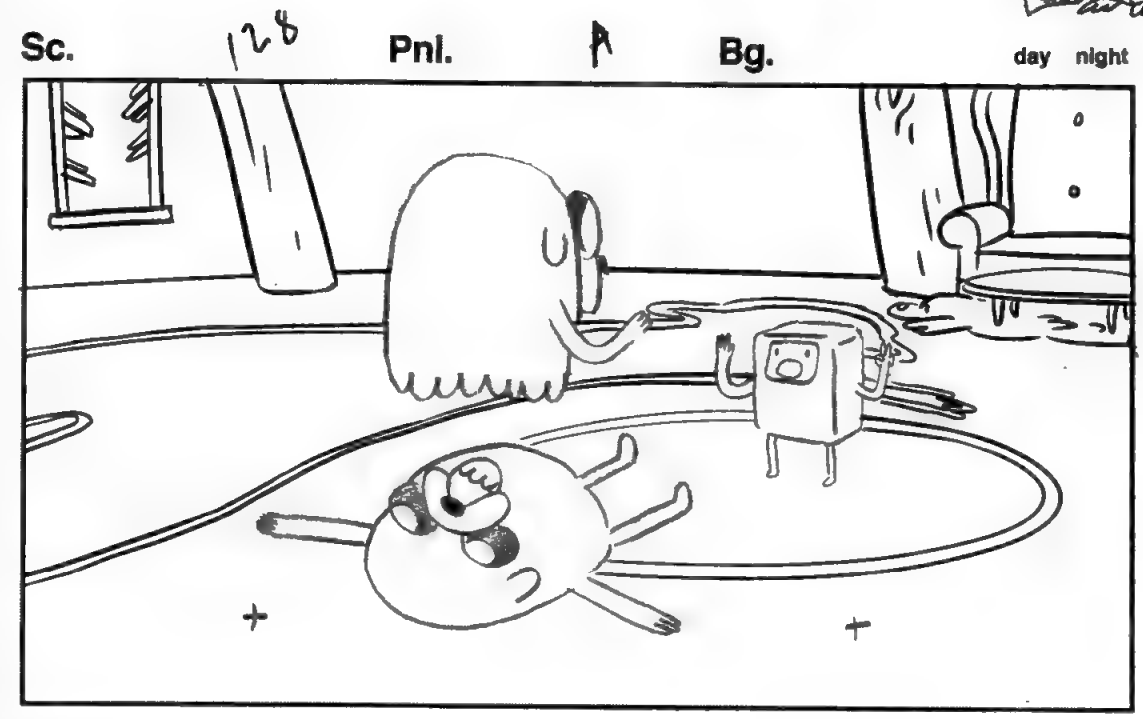
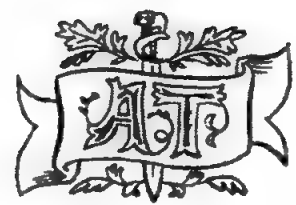
1025/181 1025-181

1025/181

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1025/181

ADVENTURE TIME



Dialog:	BMO: THIS MANY!...	(J): ... OK ... 5 minutes...
Action:	- B6 is white, or varying shades of grey/white.	(JAILE TURNS)
Timing:		

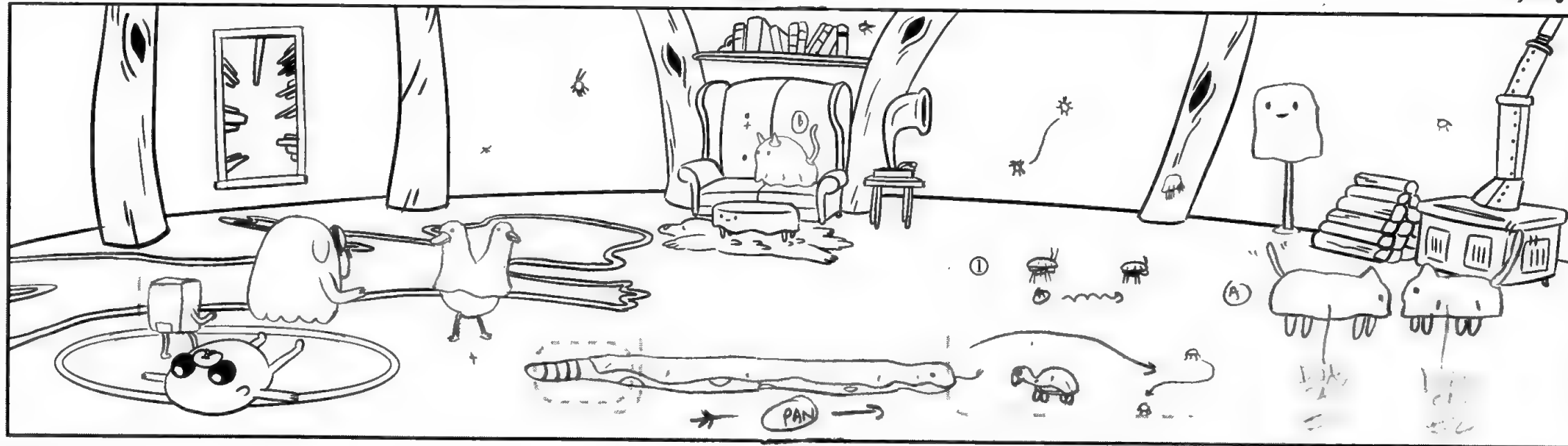
APR 23 2014

EPISODE # 1025/181 1025-181
Production:

1025/181

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Sc.	Pnl.	A	Bg.	day	night	day	night
129							



Dialog:

⑤ : whoa is this some kind of low-level dead world?

Duck: QUACK, QUACK

- cat tail wags

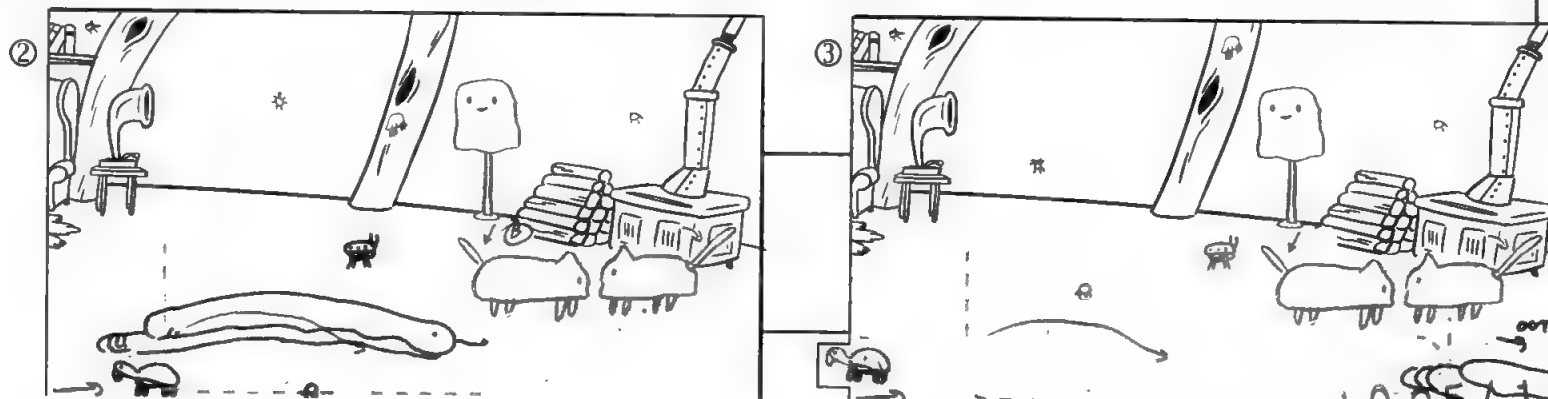
⑤ ~~...~~ that's a bummer...

- snake travels o/s

APR 23 2014

Action: - World is white and gray, filled with ghost animals

- duck quacks
- cat tail wags

Timing:

STOP

EPISODE

Production:

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10-25-18

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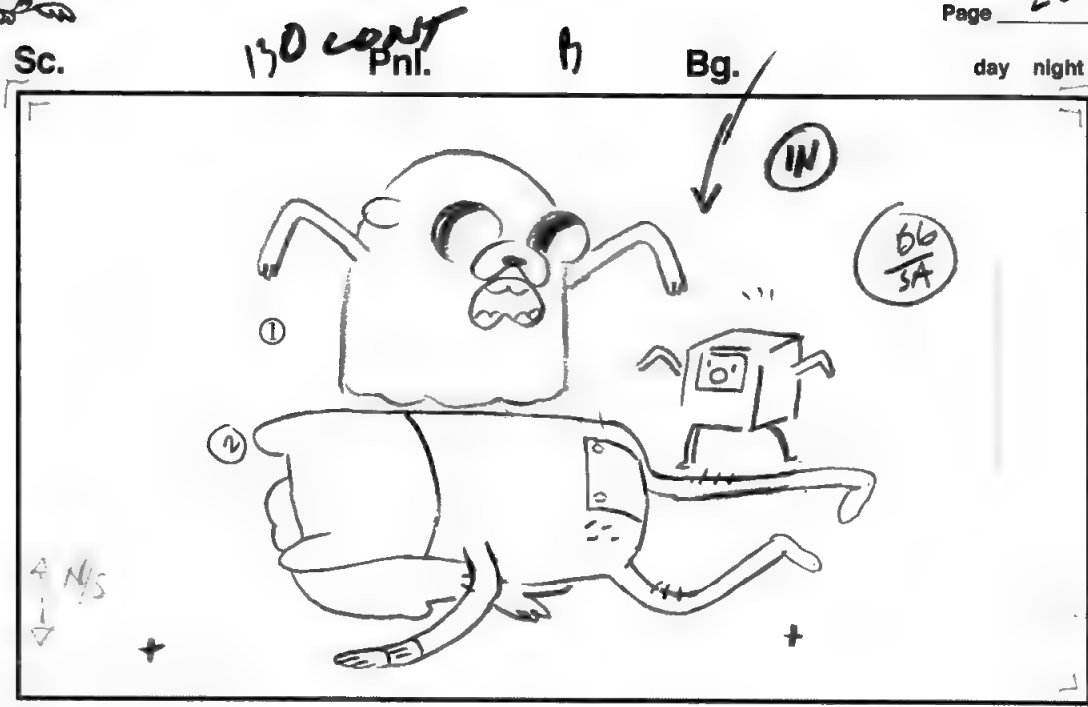
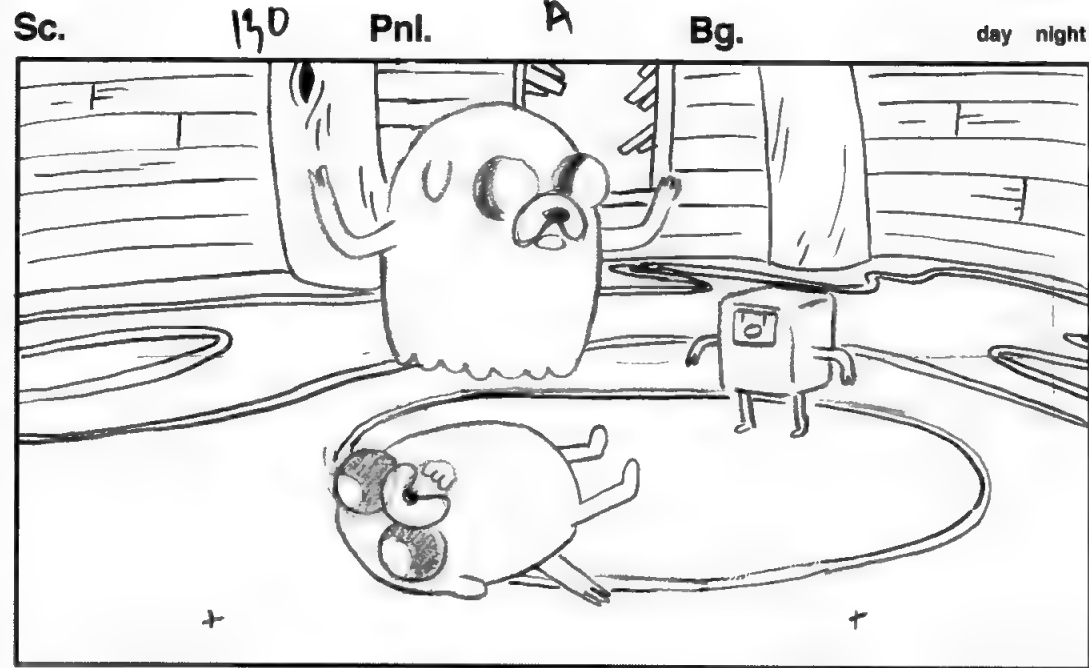
1025/181

Cut

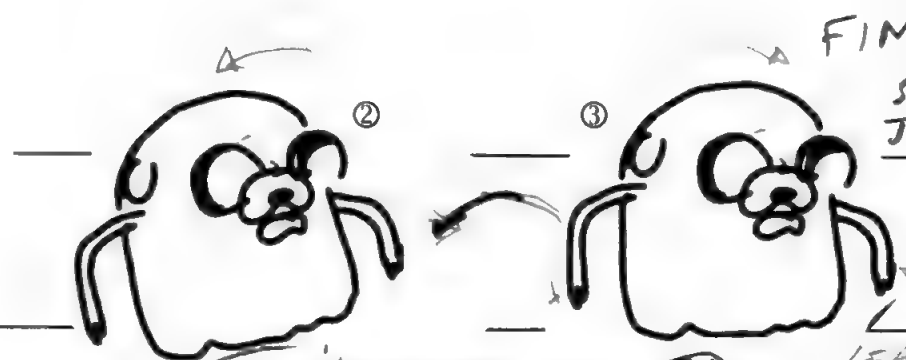
ADVENTURE TIME



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Dialog:



SFX: *THUMP*
16X N/S CAMERA SHAKI

FINN FALLS INTO
SHOT, LANDS ON
JAKE'S BODY.

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JAKE TURNS BACK

SETUP

LEANS TO LOOK AT FIN.

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EPISODE #

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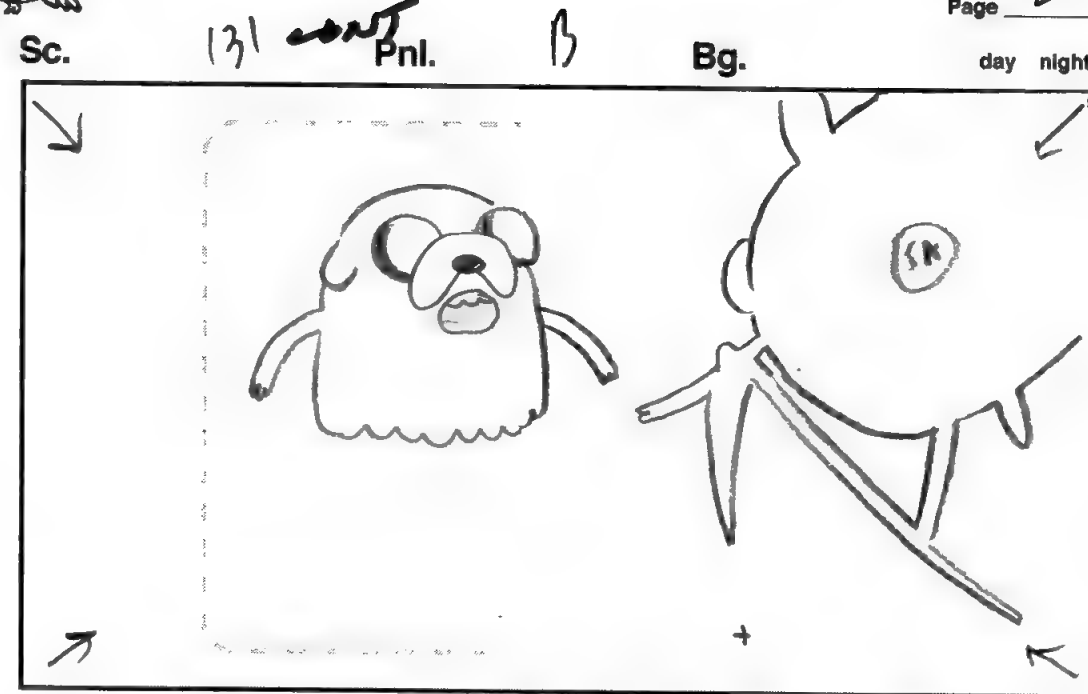
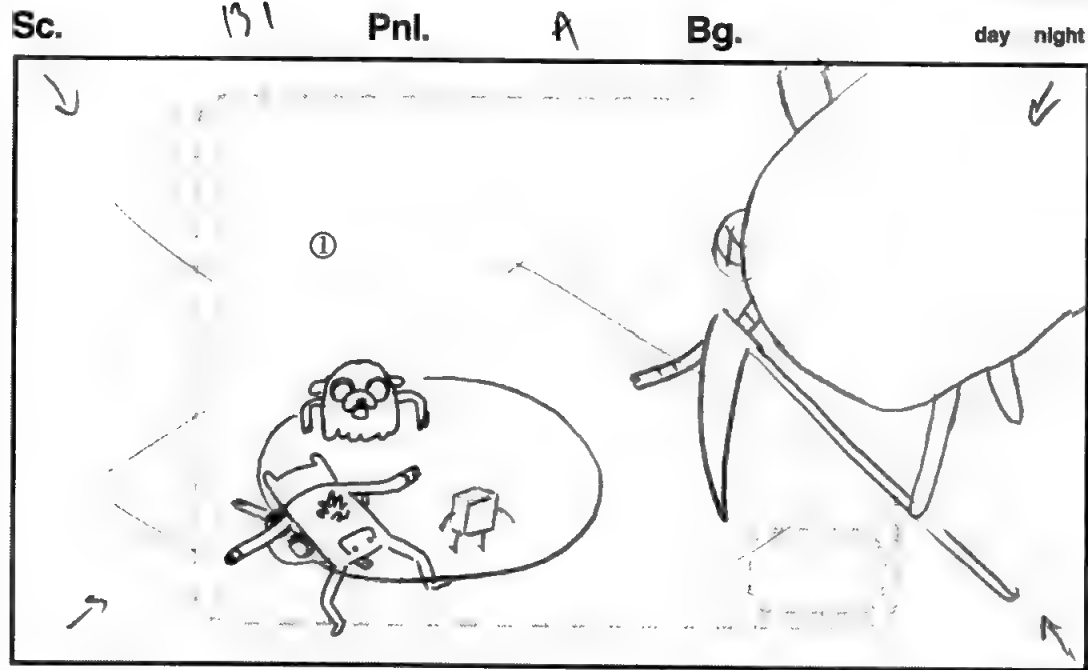
Production:

1025/181

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1025/181

ADVENTURE TIME



Dialog:	All: <u>THUD!</u> I... <u>WAKE UP!</u> IN FORM... <u>BI-PAR CAMERA MOVIE.</u> R... <u>TAIL...</u> <u>BU</u>	
Action:	-TRACK W/ GHOST	
Timing:		

APR 23 2014
BMO TURNS TO FACE FLY - REACTS
POSE 2

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1025-181
1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

132

Pnl.

A

Bg.

day night

Sc.

132 CONT

Pnl.

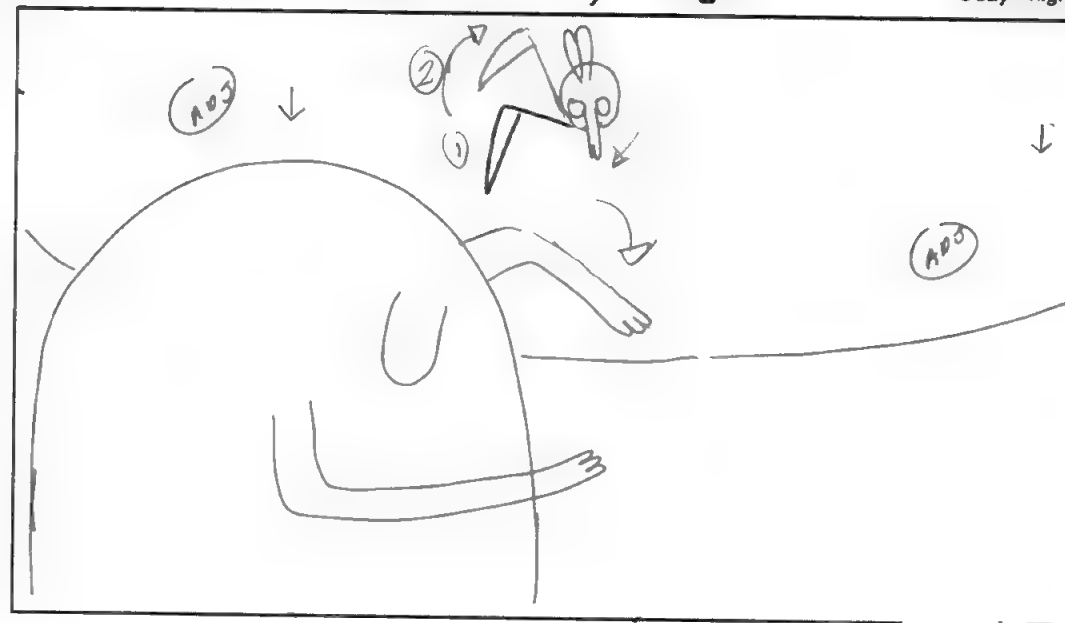
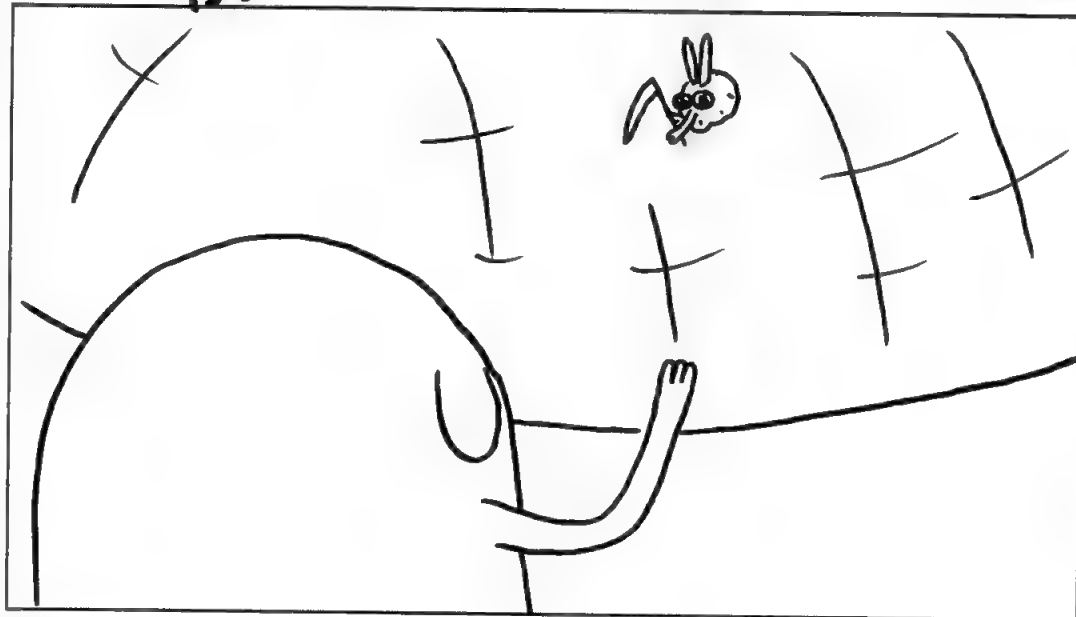
B

Bg.

Page

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226A NEXT



Dialog:

Action: JAKE SWATS FRANTICALLY @ FLY AS IT SLOWLY DRIFTS CLOSER - ANTI-SYM-POCK...

Timing:

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Production :

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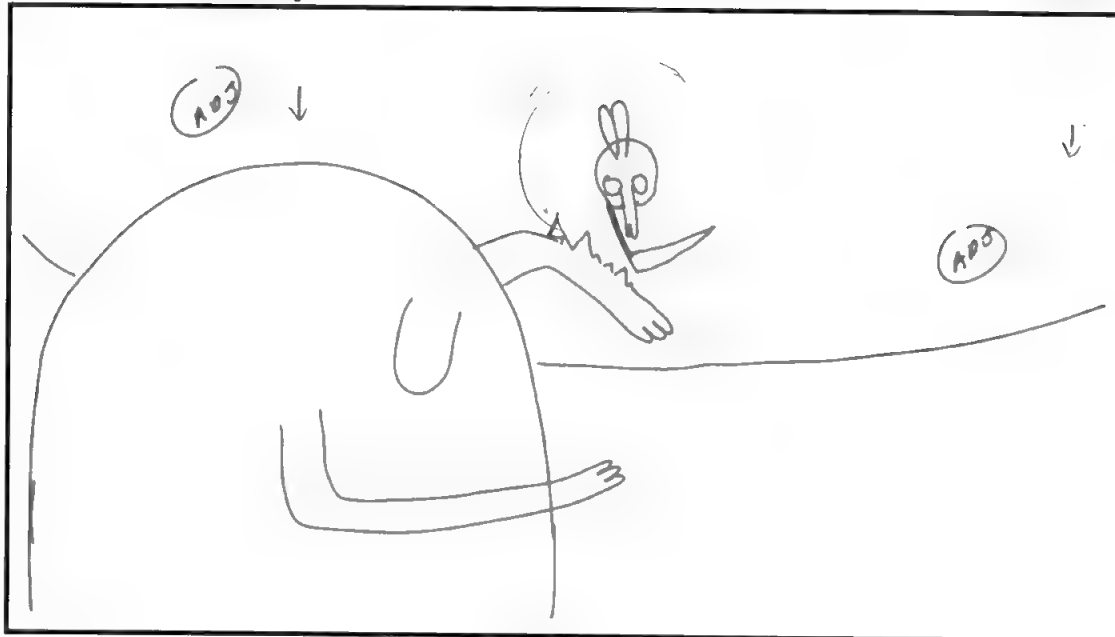
ADVENTURE TIME



Sc. 132 *CONT* Pnl. C

Bg.

day night



Sc.

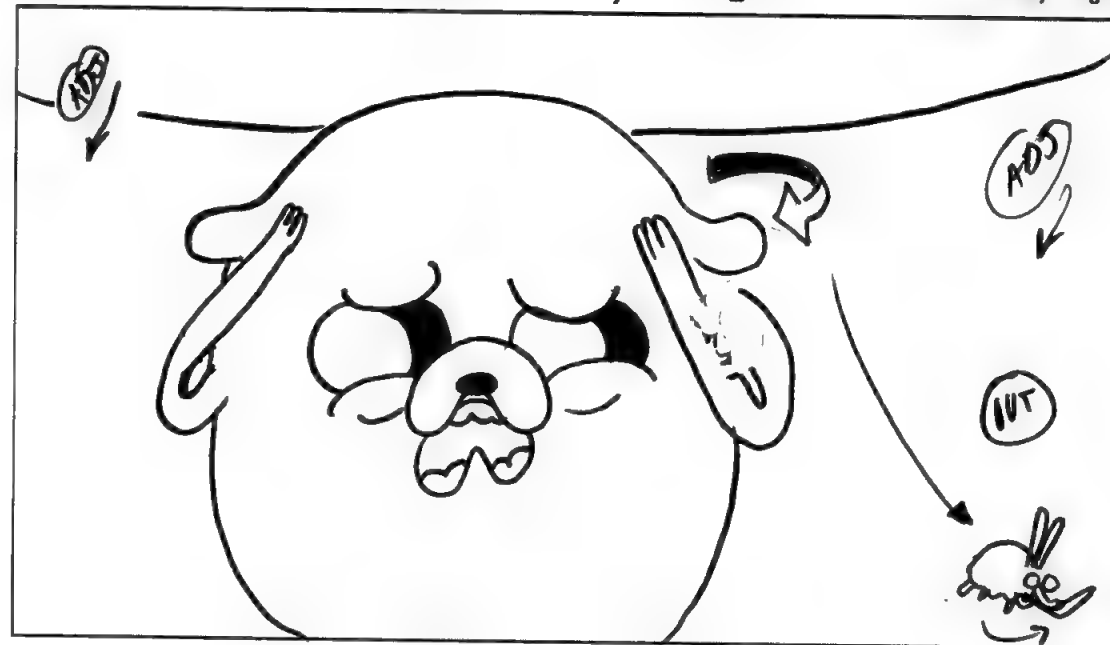
132 *CONT*

Pnl. D

Bg.

Page 226A

227 NEXT
day night



Dialog:

SFX: *SLASH!* *

J: EUGH!

Action: *FY SWIPES! JAKE BLOCKS WITH ARM.*

(... Jake's arm) ...

Timing:

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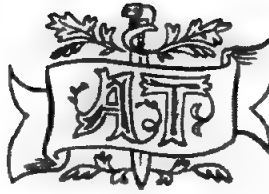
Production:

1025/181

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ADVENTURE TIME

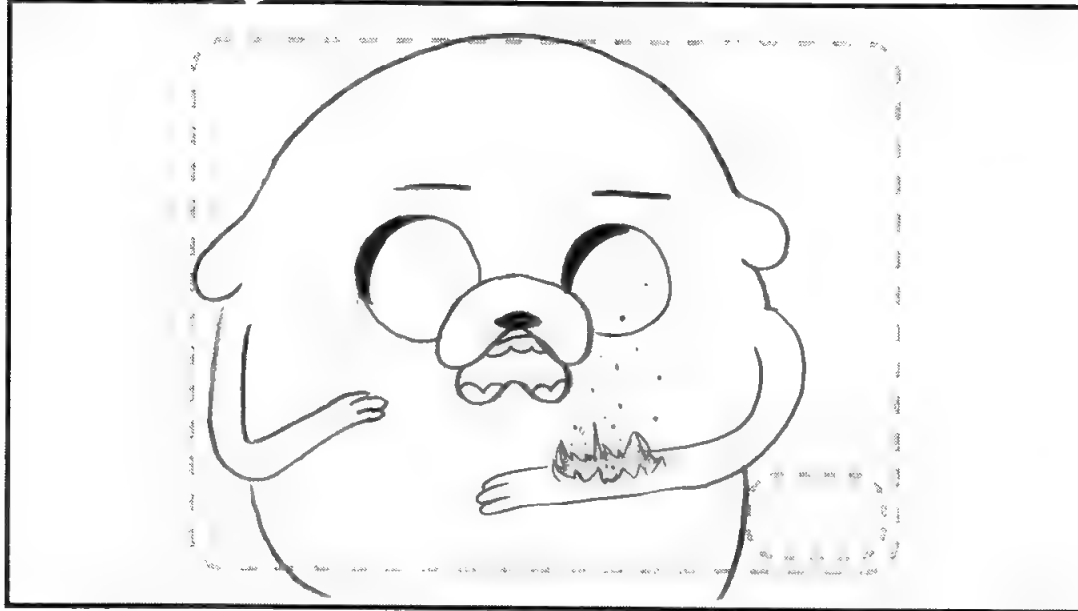


Sc. 132 *CONT*

Pnl. E

Bg.

day night



Sc. 132 *CONT* Pnl. F

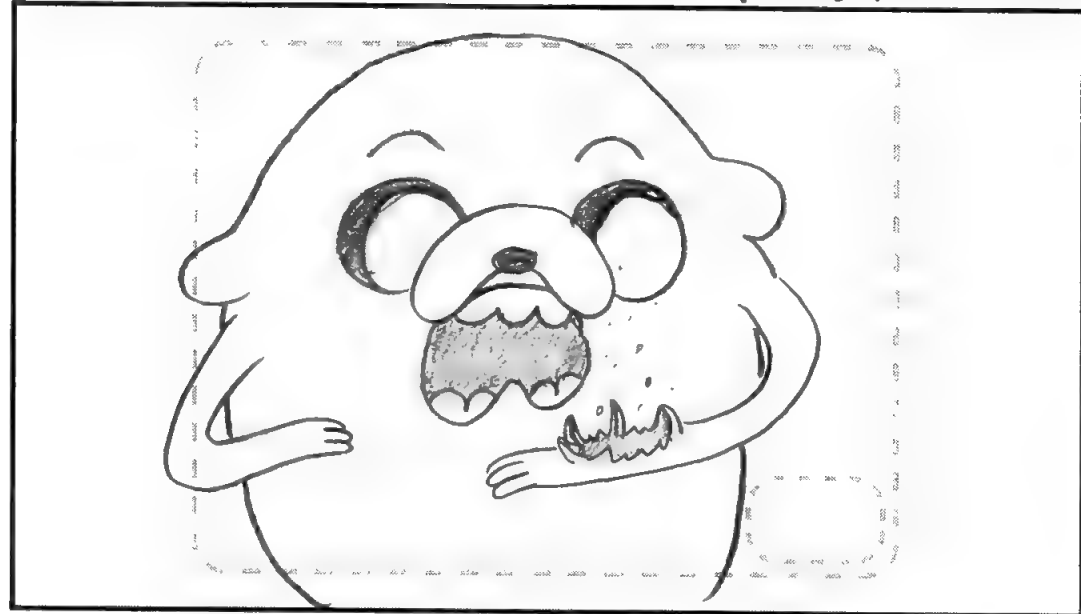
Bg.

NO
SCENES
133-134

Page

227

day night



*Av
cut*

Dialog:

⑤: AH! OH STUFF!

Action:

(piece of Jake's arm
dissolves like soda bubbles)

Timing:

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EPISODE #

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1025/181

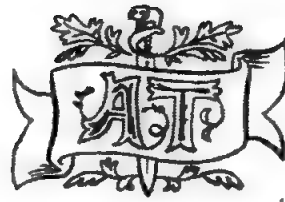
Production:

1025/181

1025/181

He Cut

ADVENTURE TIME

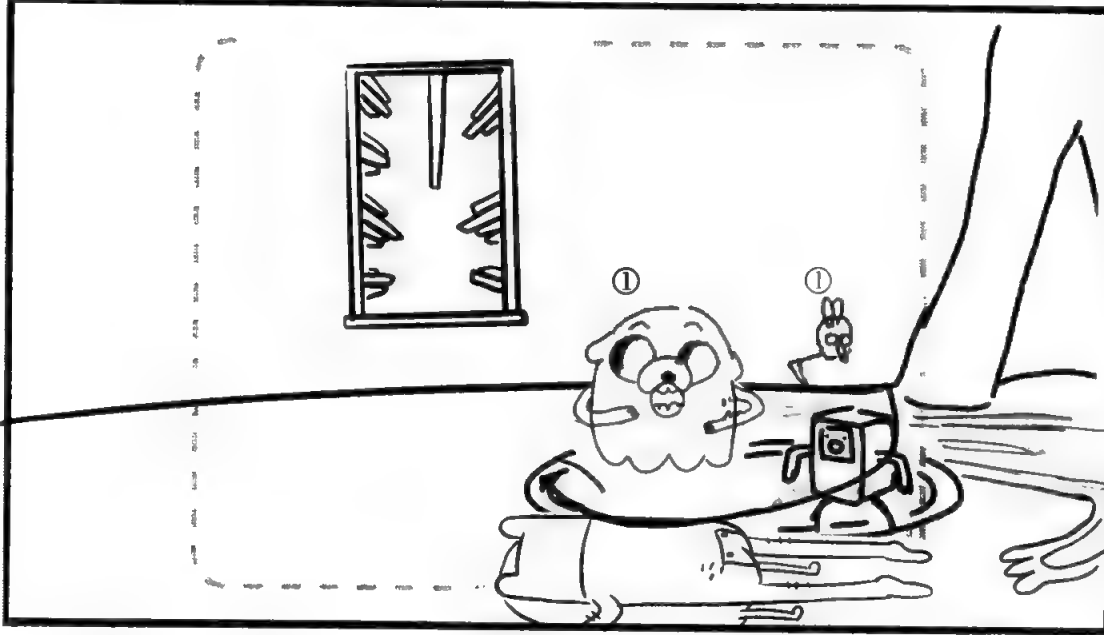


Sc. 135

Pnl. A

Bg.

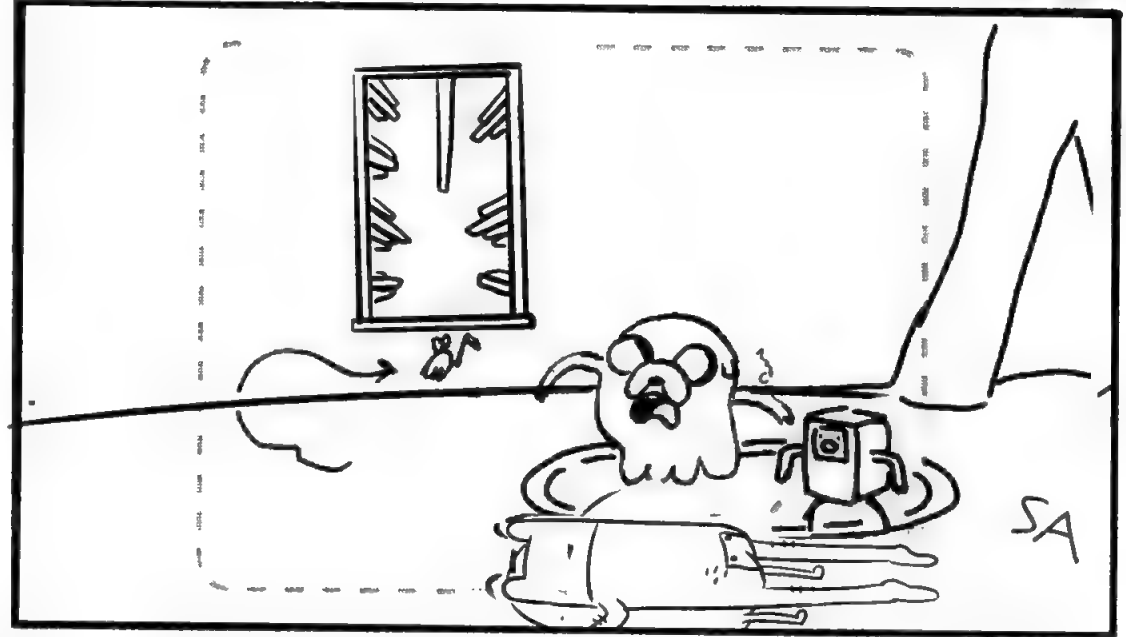
day night



Sc. 135 *CONT*

Pnl. B

Bg.



Page 228
228 NEXT
day night

Dialog:

① AH!

① OH! OH!

Action:

- FLY CIRCLES JAKE

JAKE TURNS - FOLLOWS FLY

Timing:



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Production:

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ADVENTURE TIME



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day night

Sc. 135 *CONT*

Pnl. C

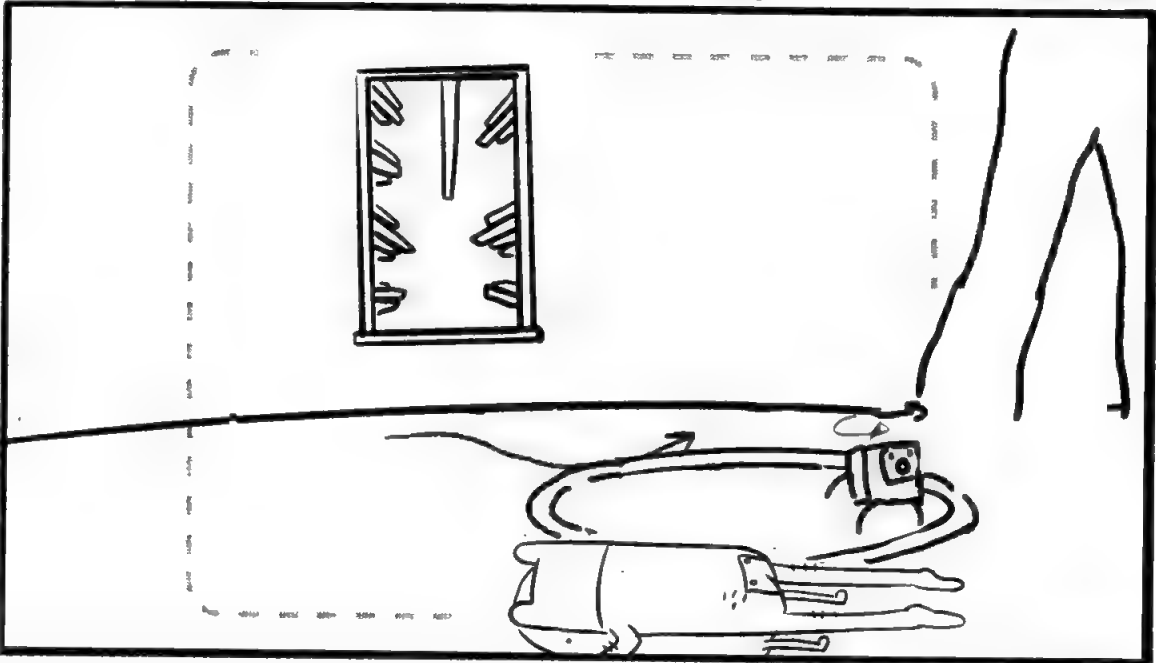
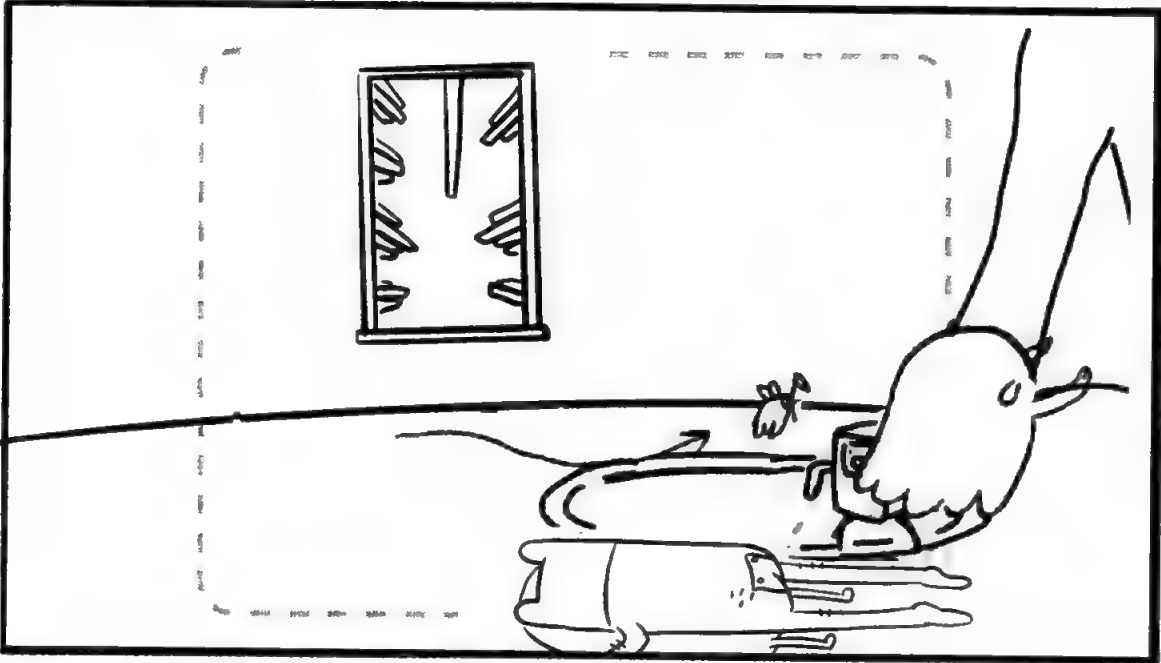
Bg.

day night

Sc. 135 *CONT*

Pnl. D

Bg.



O/S

Dialog:

Action: *JAKE FREAKS, TURNS — FLOATS TO O/S (FAST), FLY CHASE, O/S, BIRD TRACKS O/S ACTION.*

Timing:

APR 23 2014

1025/181

EPISODE # 1025-181

1025/181

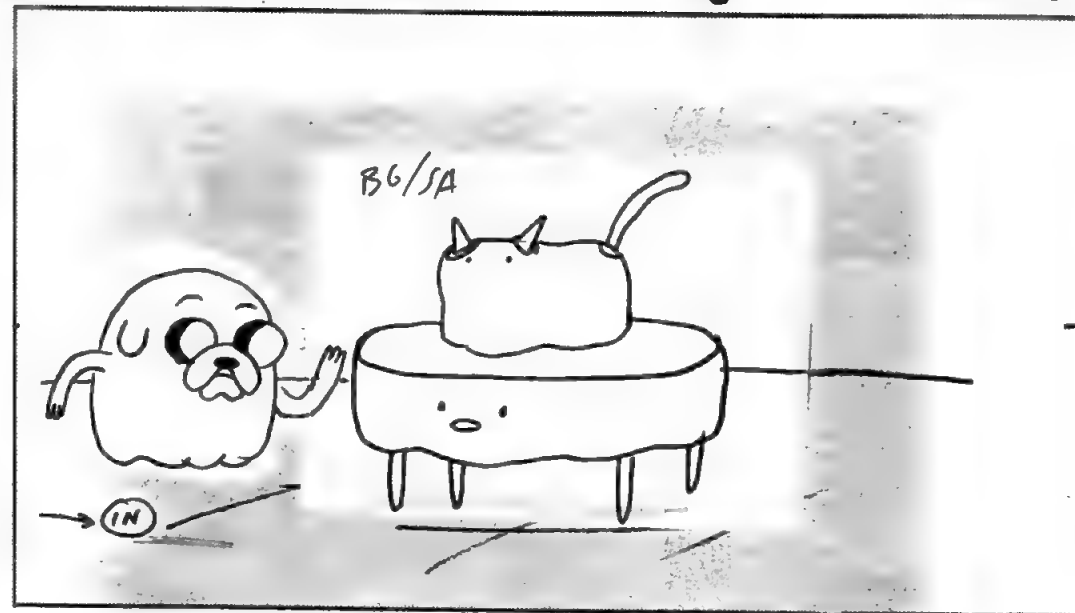
Production:

1025/181

cut

Page 229

day **night**

**Timing:**

* cycle JAMES ARM S/H PX RUN cycle

APR 23 2014

Production:

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ADVENTURE TIME



Sc.

136 CONT
Pnl.

C

Bg.

day night c

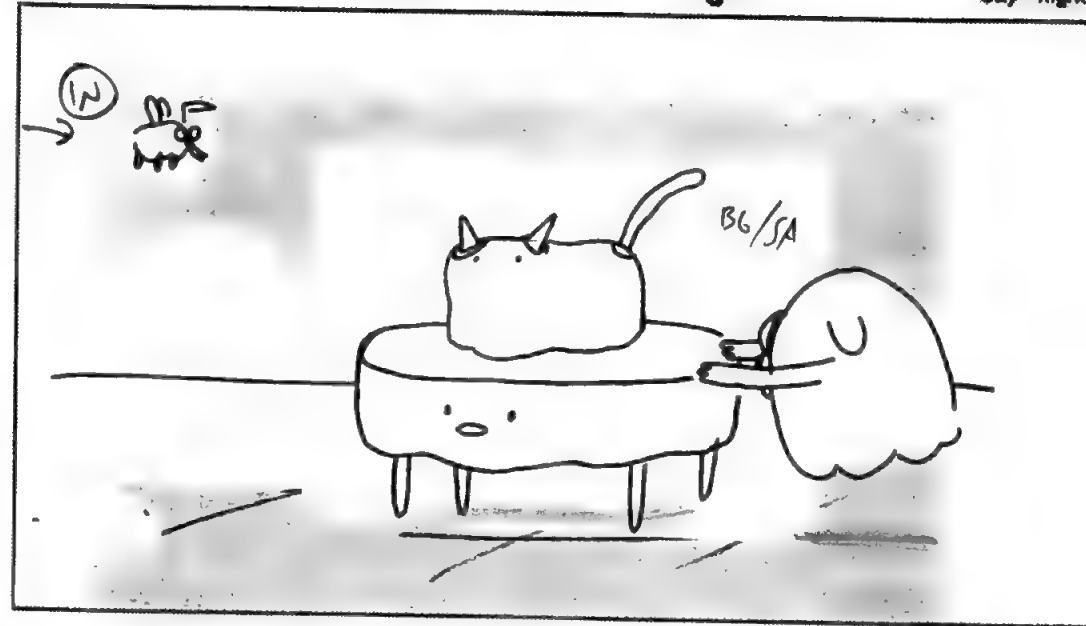
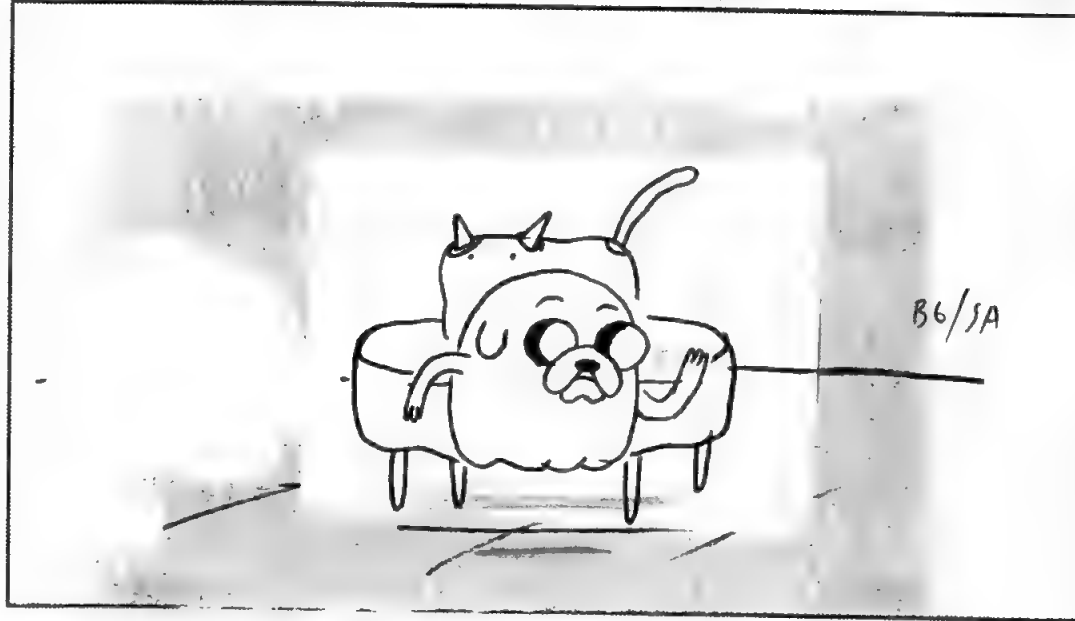
Sc.

136 CONT
Pnl.

D

Bg.

Page 230
230A NEXT
day night



Dialog:

Action:

Timing:

APR 23 2014

EPISODE #

Production :

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1025/181

ADVENTURE TIME

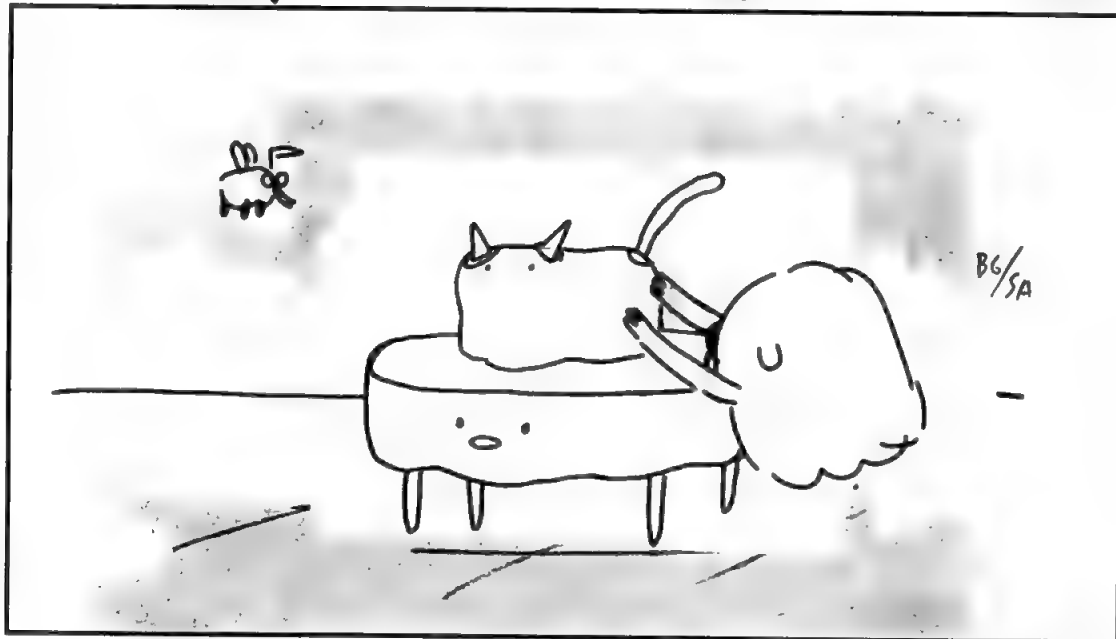


Sc. 136 *CONT*

Pnl. E

Bg.

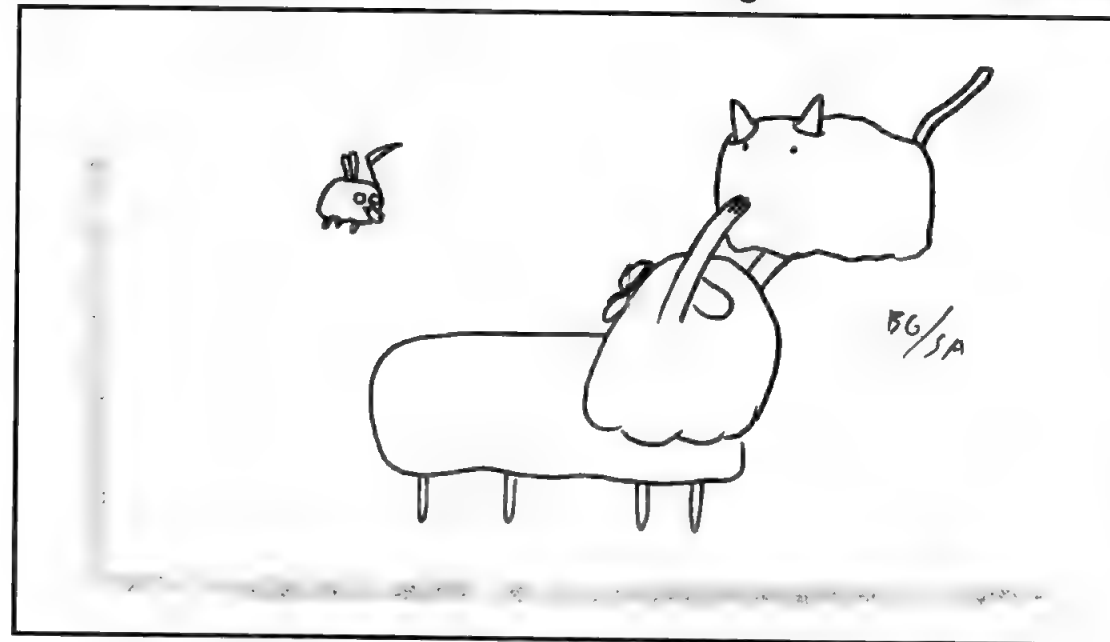
day night



Sc. 136 *CONT*

Pnl. F

Bg.



Page 230A

230B NEXT

Dialog:

① GET AWAY!

Action:

-J. PICKS UP GHOST CAT

APR 23 2014

Timing:

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Production:

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ADVENTURE TIME



Sc. 136 *CONT* Pnl. G

Bg.

day night

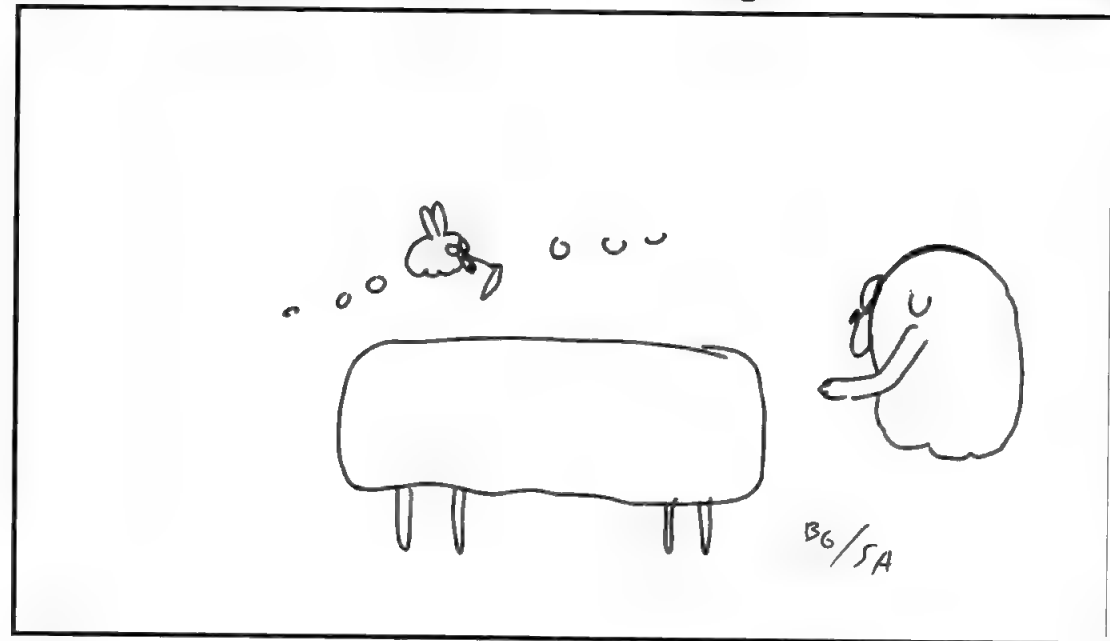
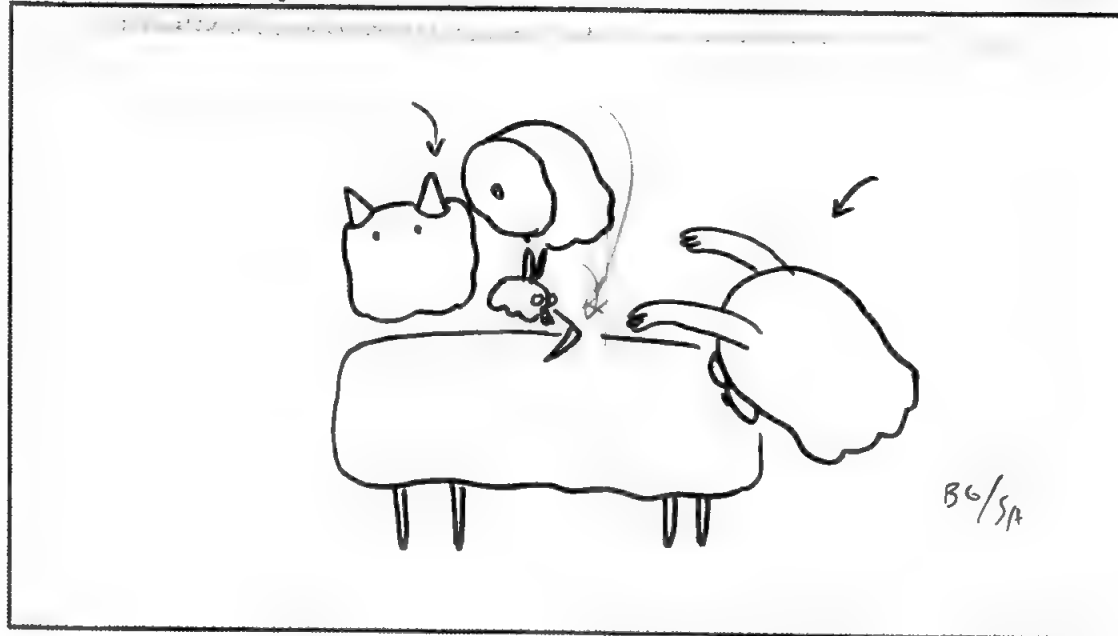
Sc. 136 *CONT* Pnl. H

Bg.

Page 230B

231 NEXT
day night

40
Cut



Dialog:

SFX * SWOOSH! *

Action:

(slices cat in 1/2)

APR 23 2014
APR

Timing:

EPISODE # 1025-181

1025/181

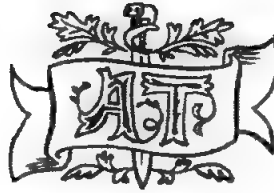
Production:

1025/181

1025/181

HW
Cut

ADVENTURE TIME



Sc.

137

Pnl.

A

Bg.

day night

Sc.

137

cont Pnl.

B

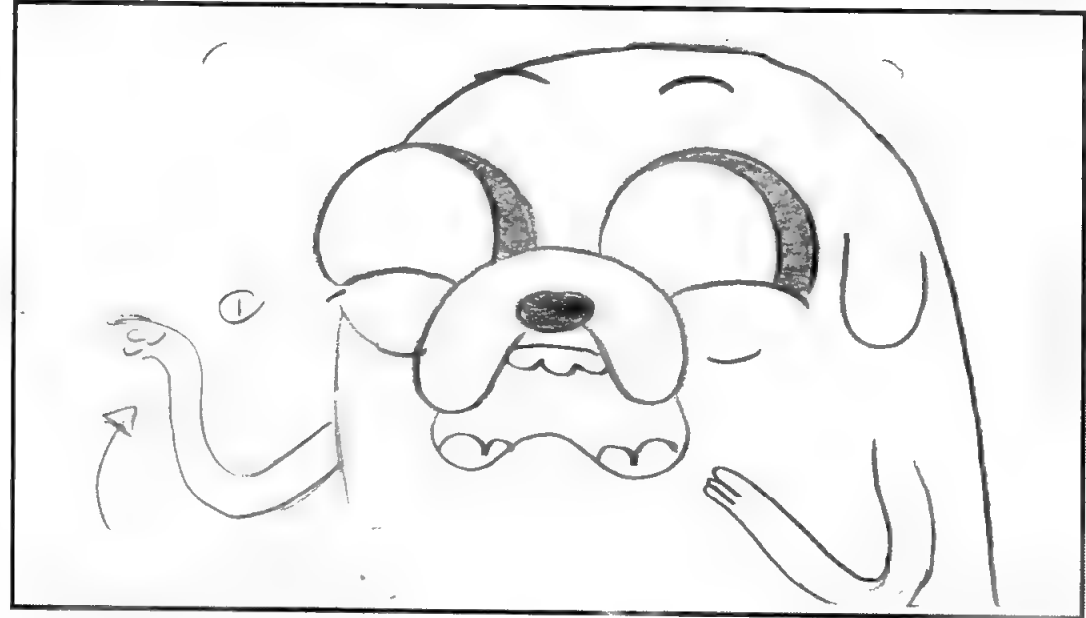
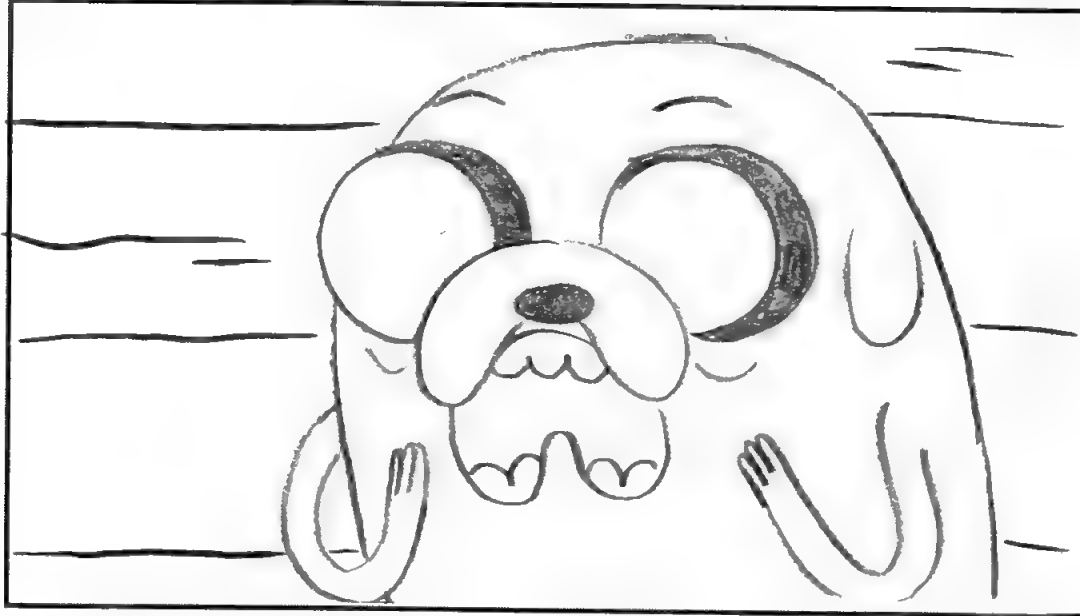
Bg.

Page

231

day night

HW
Cut



Dialog:

(J): OHH!!

Action:

Timing:

(A)



(J): YOU KILLED IT!

CONT. POINTS TO O/S FRY.

APR 23 2014

EPISODE #

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1025/181

Production:

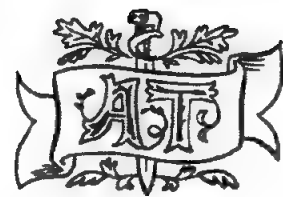
1025/181

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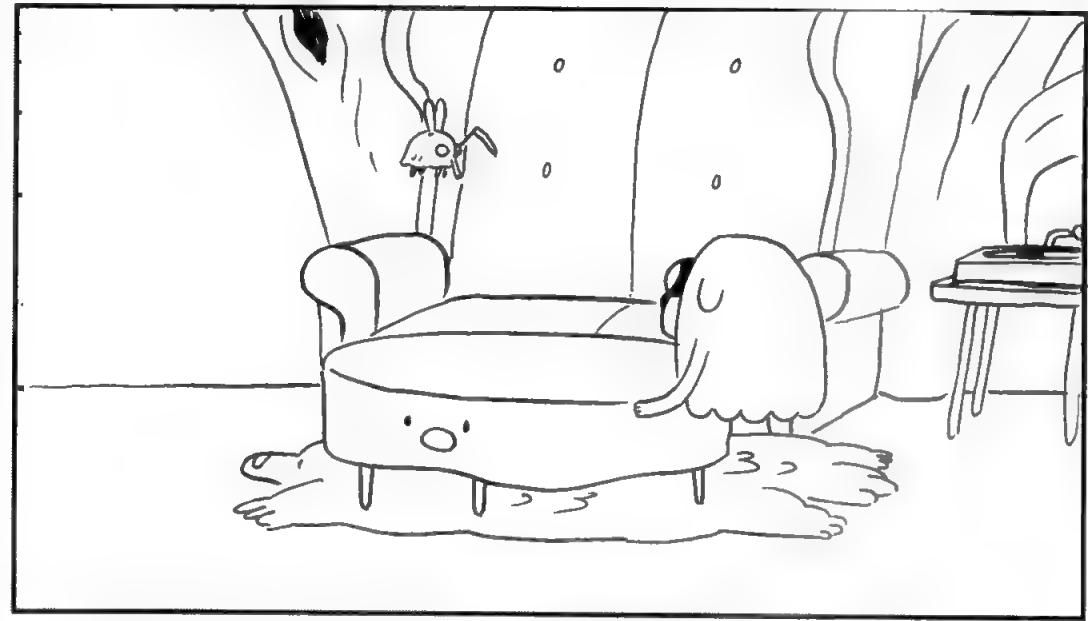
1025/181

He cut

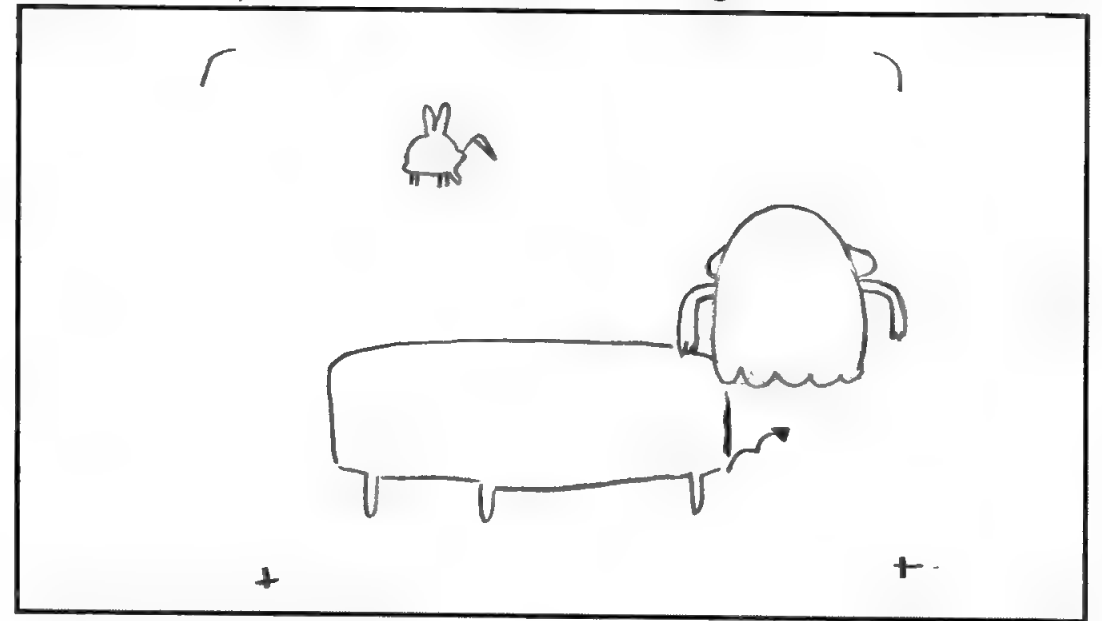
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	J: AH!
Action:	JAKE RUNS AWAY
Timing:	APR 23 2014

EPISODE #

Production:

1025-181

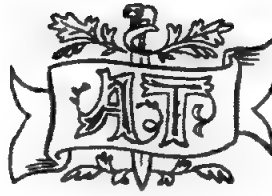
1025/181

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ADVENTURE TIME



Sc.

138 cont
Pnl.

C

Bg.

day night

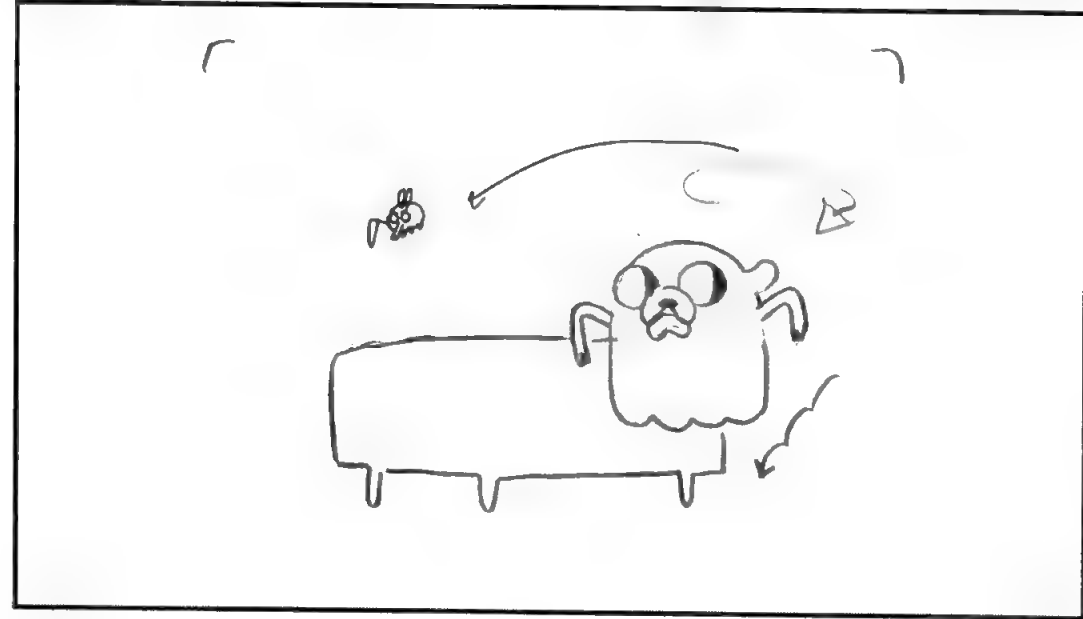
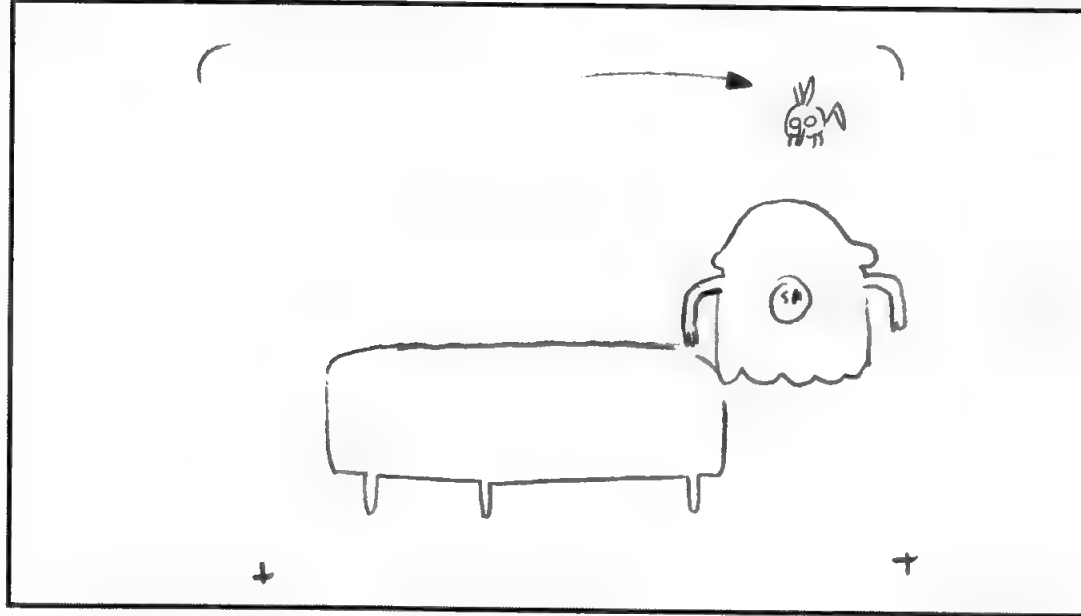
Sc.

138 cont
Pnl.

D

Bg.

Page 233
day night



Dialog:

Action:

Timing:

THINKS
JAKE ^ RUNS THE OTHER
WAY

APR 23 2014

EPISODE #

1025-181

1025/181

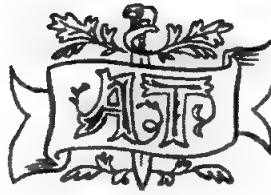
Production:

1025/181

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1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl.

6

Bg.

day night

Sc.

138 *cont* Pnl.

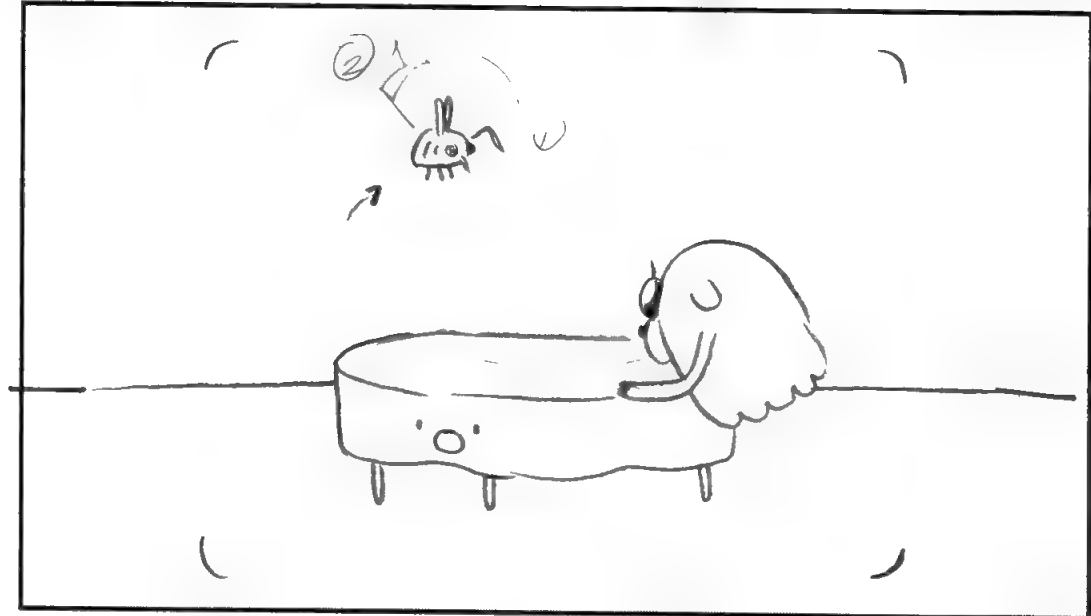
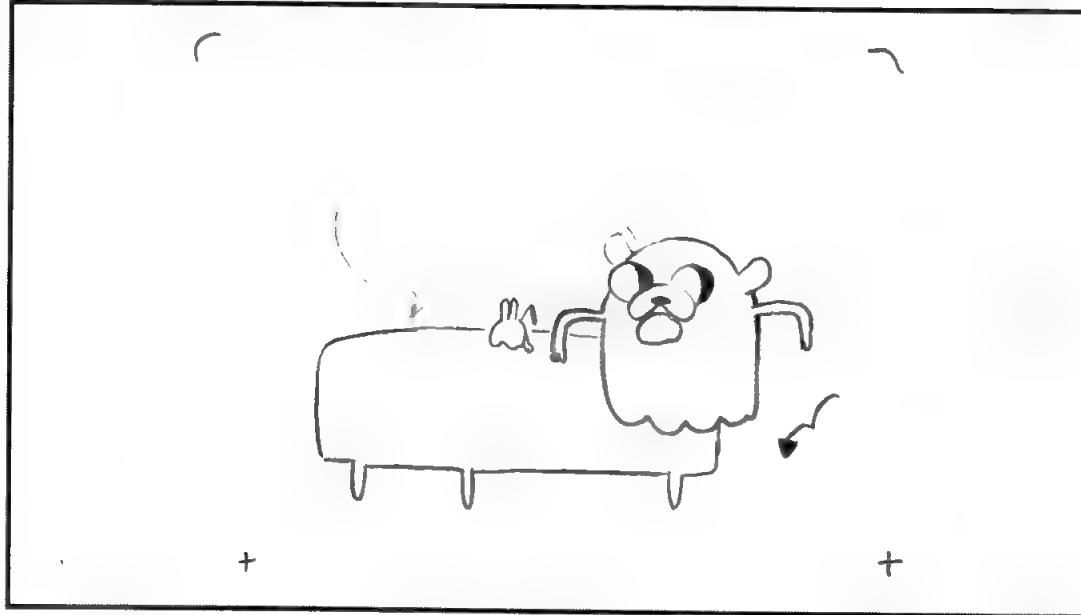
F

Bg.

Page

234

day night



Dialog:

Action:

fly corners JAKE

Blocks him in the middle
of the table

Fly ANTES BACK...

APR 23 2011

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Page 235

Sc.

138 *cont* Pnl.

G

Bg.

day night

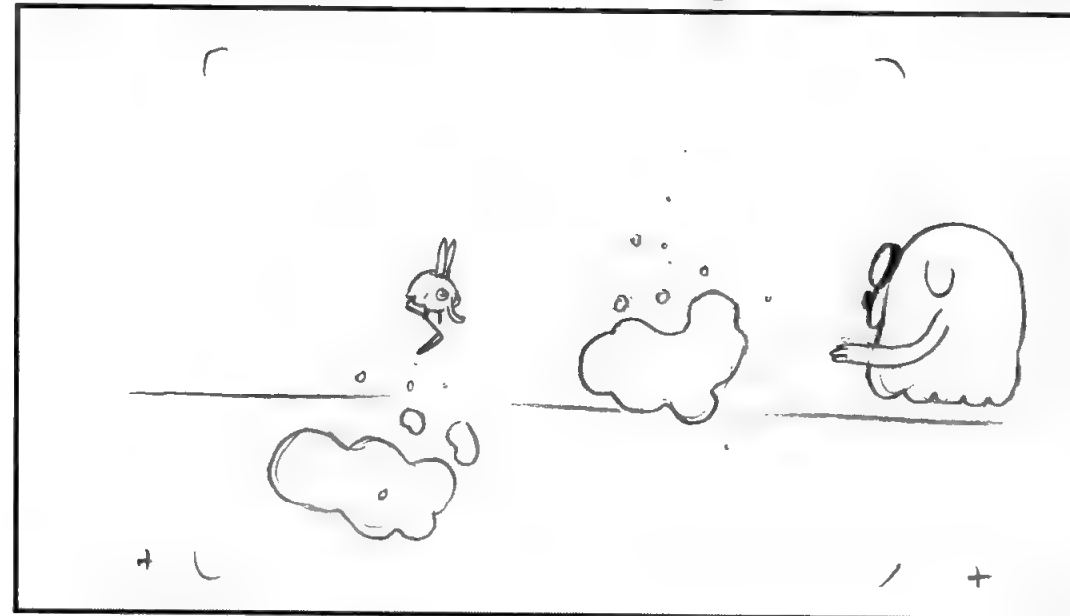
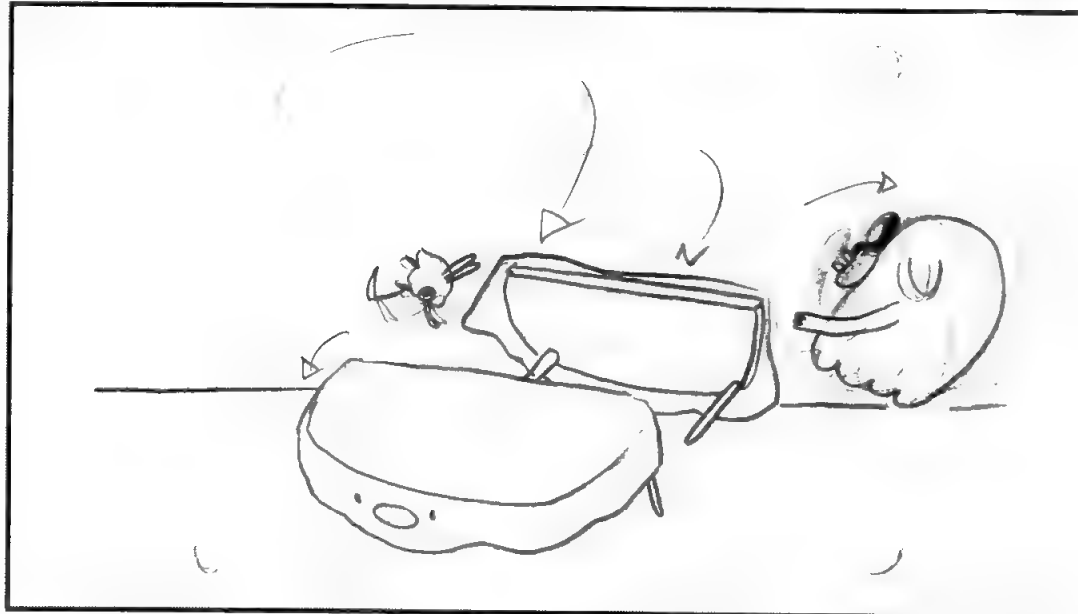
Sc.

138 *cont* Pnl.

H

Bg.

day night



Dialog:

SFX: * Swoosh! *

Action:

FLY SWIPES TABLE INTO TWO PIECES — JAKE REACTS BACK. — TABLE VAPORIZES... DISSIPATES

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl.

1

Bg.

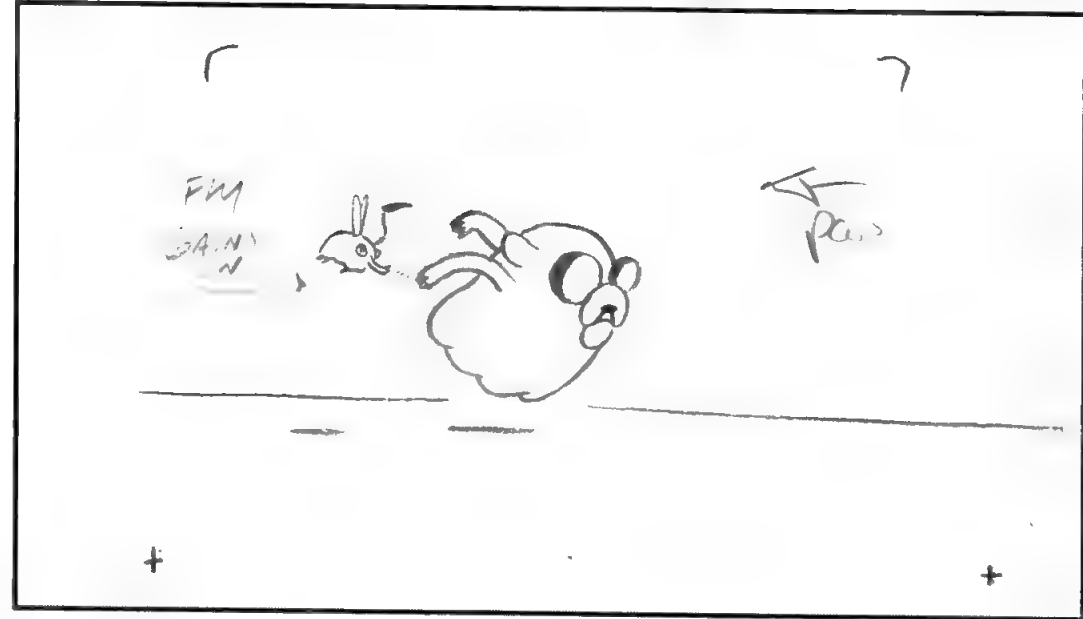
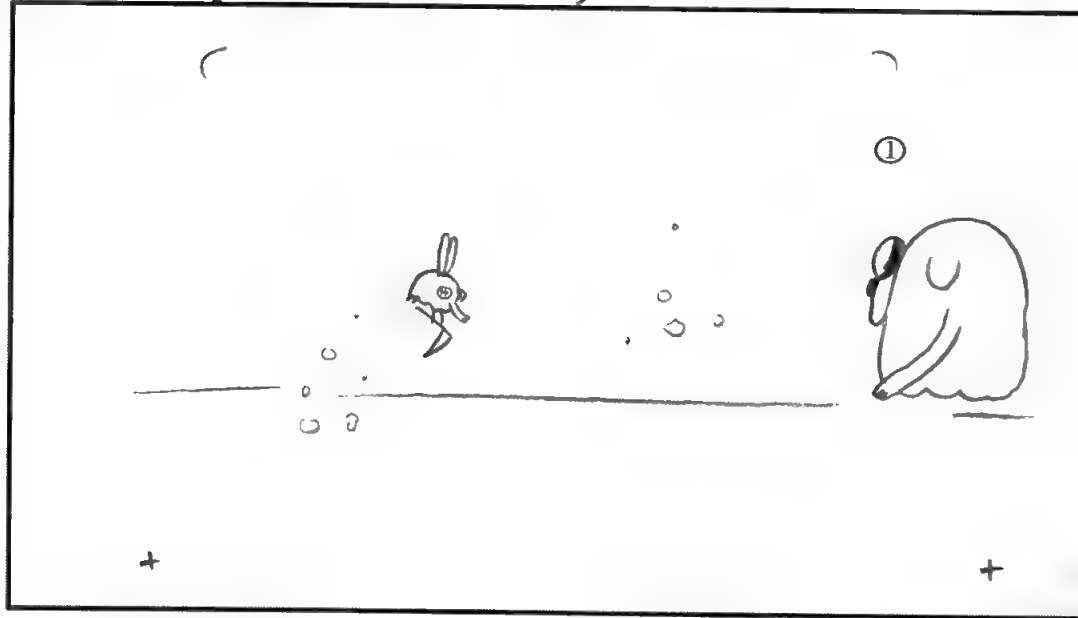
day night

Sc.

138 *cont* Pnl. J

Bg.

Page 236
day night



Dialog:

Action:

Timing:

table dissapates



②

⑤: AHHHH!!!

fly chases JAKE

APR 23 2014

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Production:

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1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl. K

Bg.

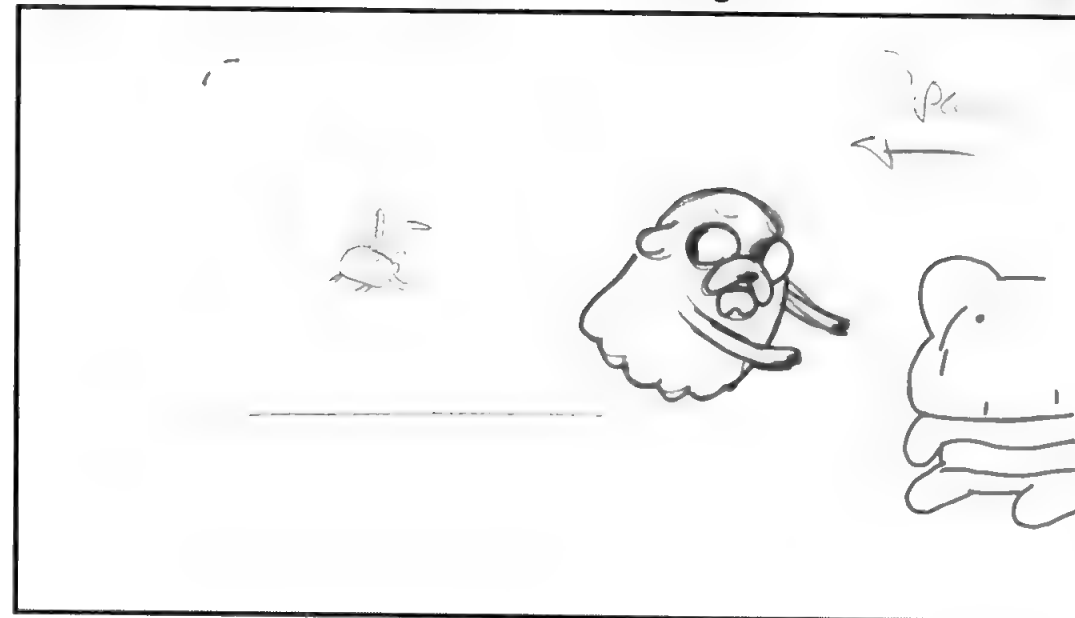
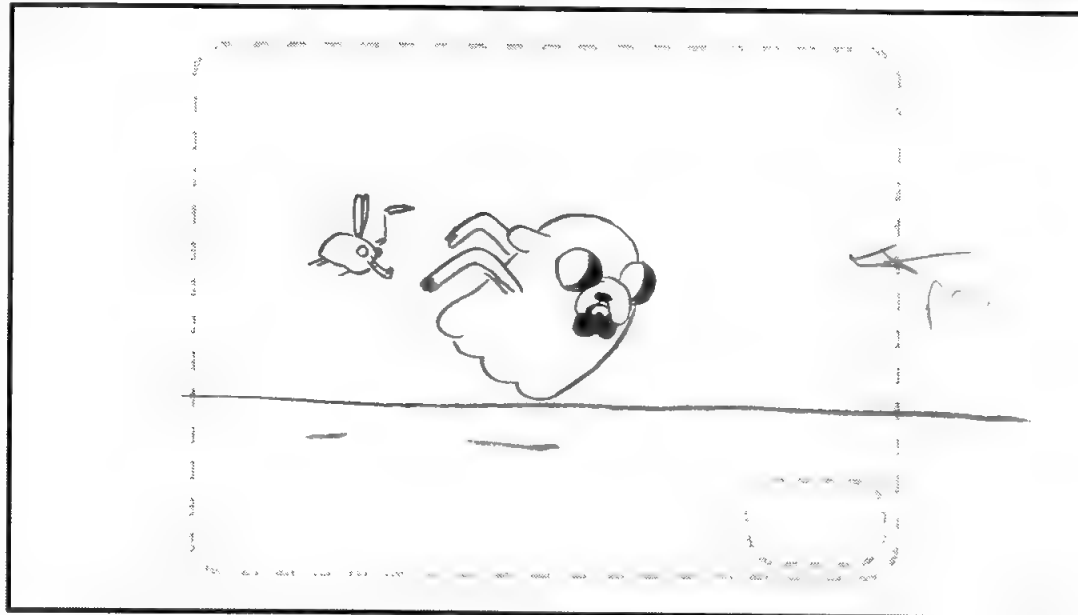
day night

Sc.

138 *cont* Pnl. L

Bg.

Page ²³⁷
237A NEXT



Dialog:

⑤ : AHH GET AWAY !!!

Action:

Timing:

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Production:

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1025/181

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ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

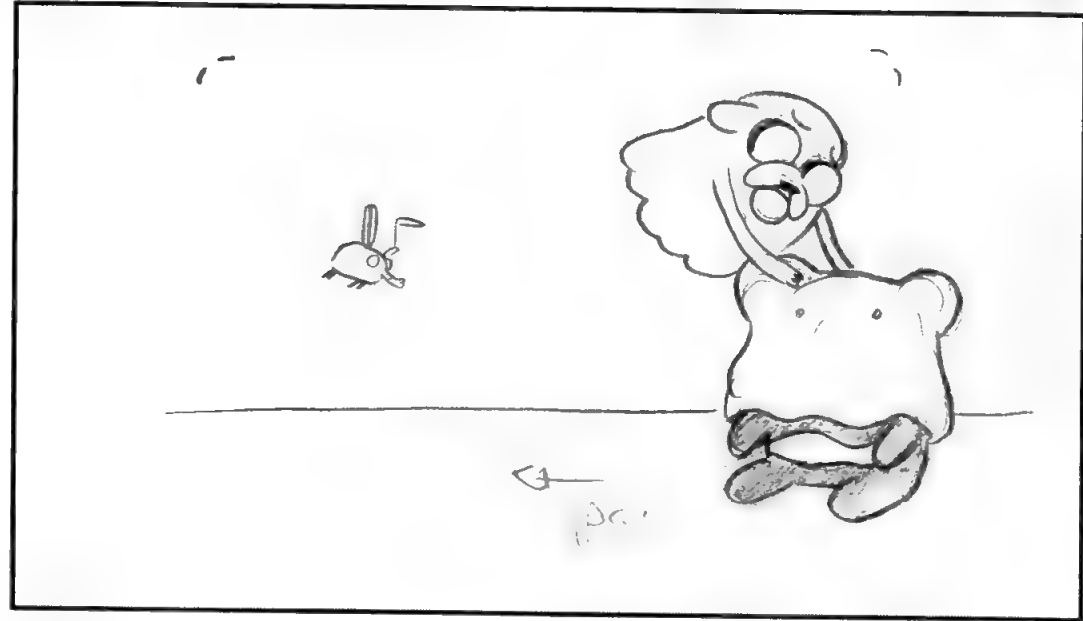
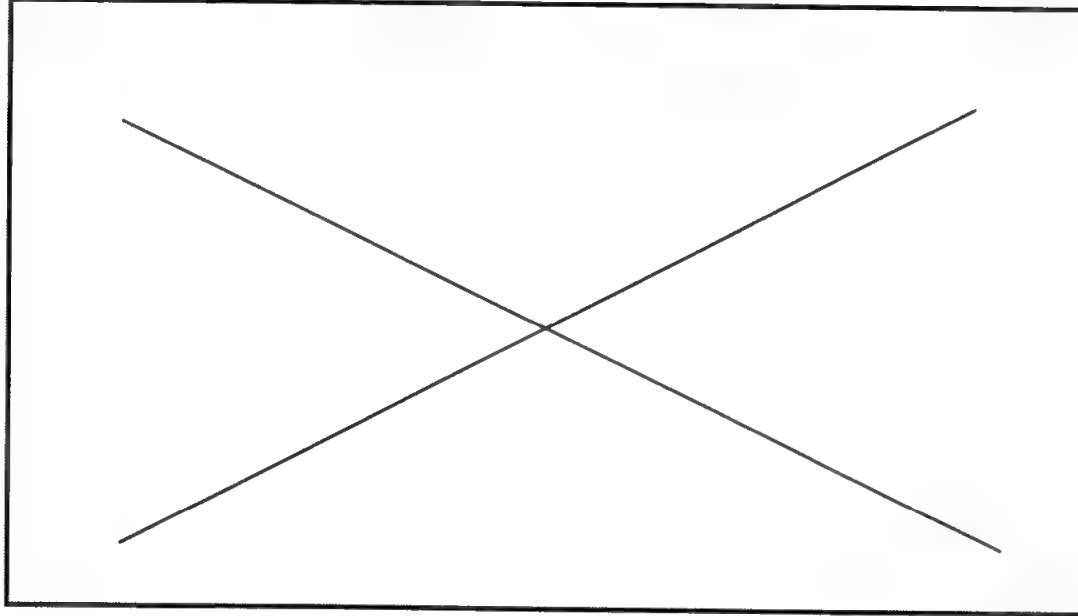
Sc.

138 cont Pnl.

M

Bg.

Page 237A
230 NEXT
day night



Dialog:

Action:

Throws panda

APR 23 2014

Timing:

EPISODE #

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1025/181

Production:

1025/181

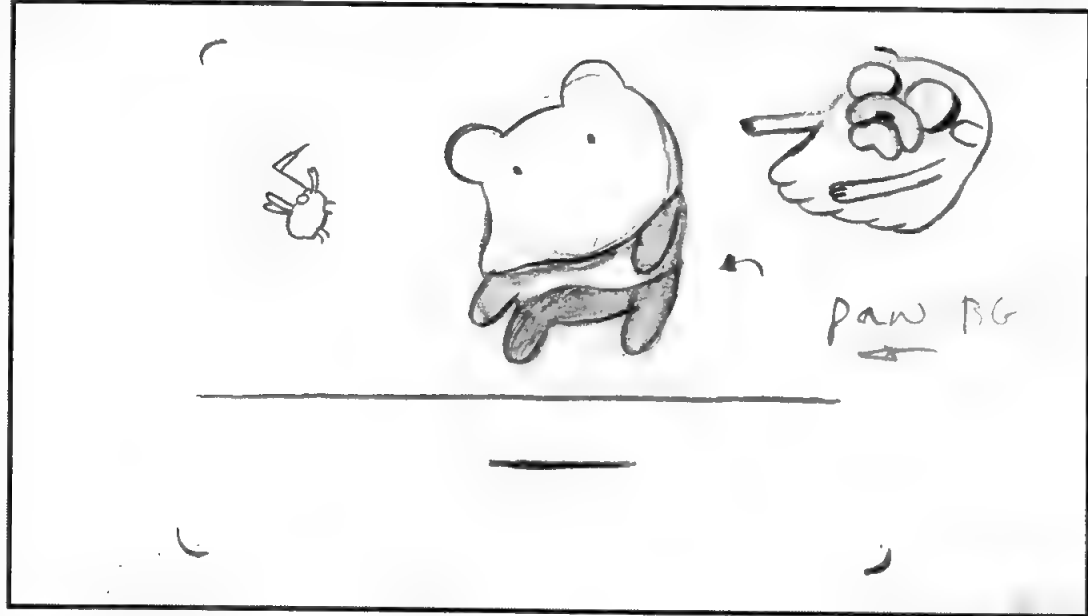
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1025/181

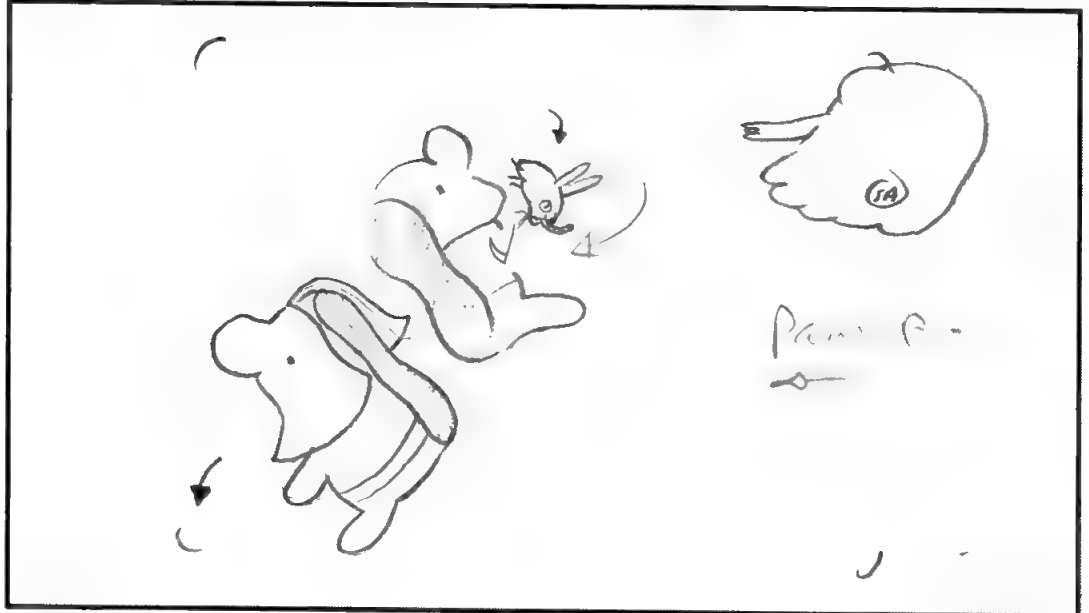
ADVENTURE TIME



Sc. 136 cont Pnl. N Bg. day night



Sc. 138 cont Pnl. O Bg. day night



Dialog:	Jake: yugh!!!
Action:	Jake throws panda Fly SWIPES PANDA INTO 2 PIECES
Timing:	APR 23 2011

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1025/181

1025/181

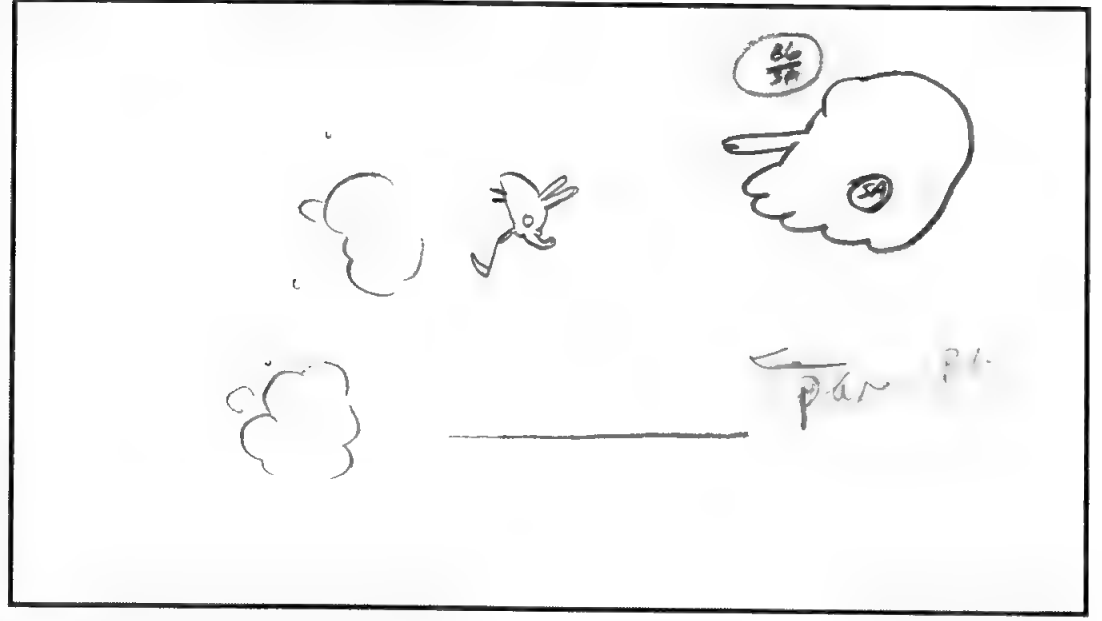
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1025/181

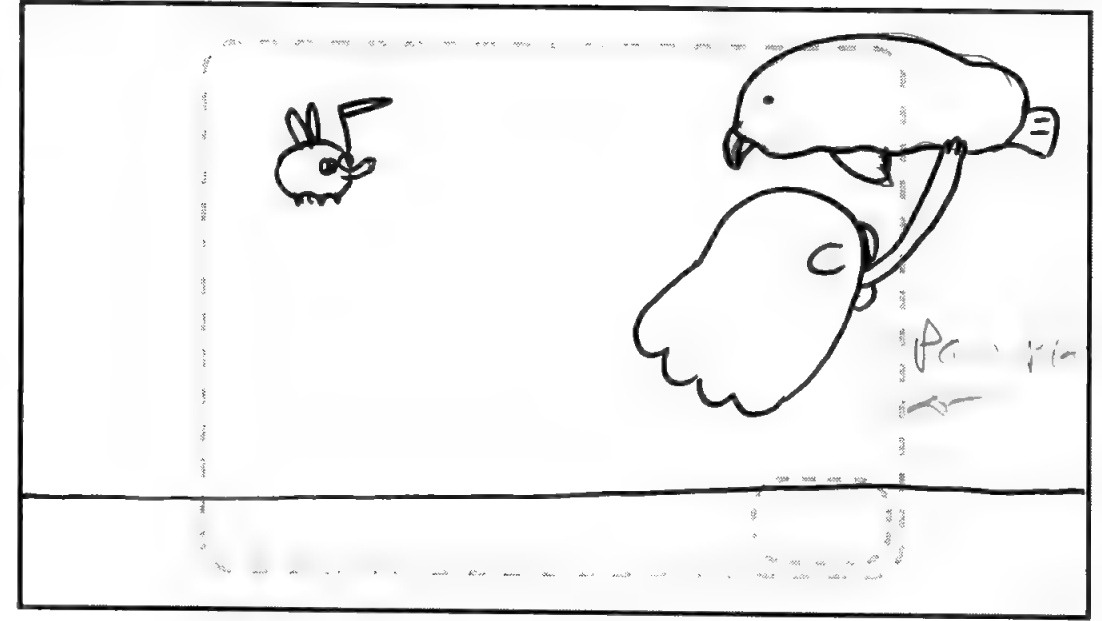
ADVENTURE TIME



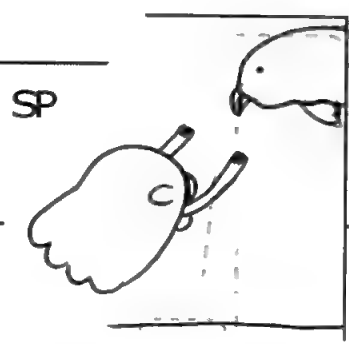
Sc. 174 *cut* Pnl. P Bg. day night



Sc. 175 *cut* Pnl. Q Bg. day night



Dialog:	
Jake: <panting>	
Action:	PANDA VAPORIZES
Timing:	



(J grabs parrot)

APR 23 2014

EPISODE #

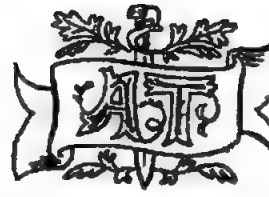
Production:

1025-181

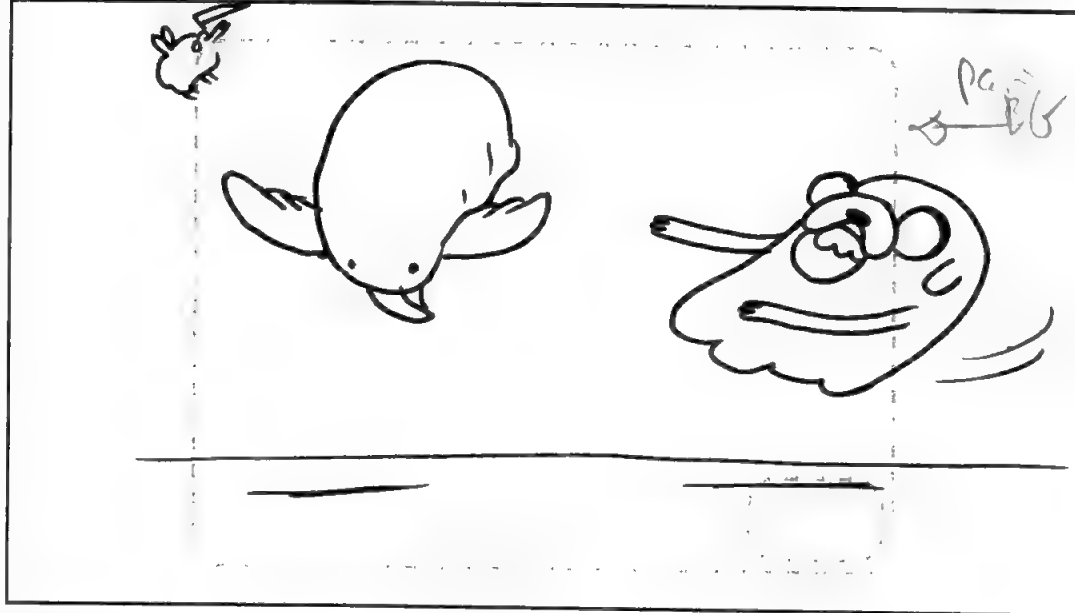
1025/181

1025/181

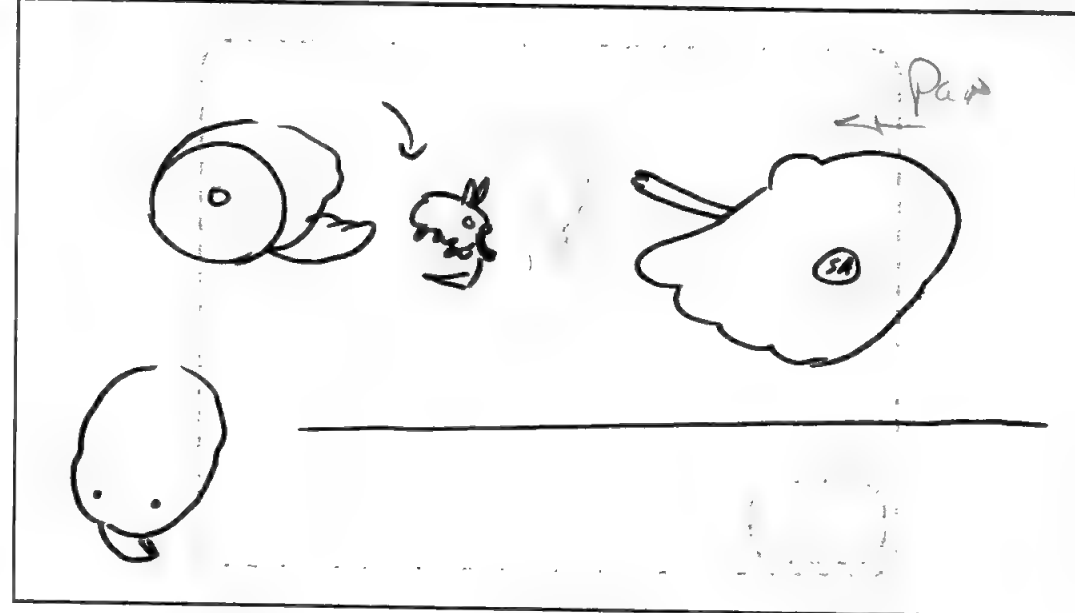
ADVENTURE TIME



Sc. 138 *cont* Pnl. R Bg. day night



Sc. 138 *cont* Pnl. S Bg. day night



Dialog:	Jake: aagh!
Action:	throws parrot Finn SWIPES PARROT INTO 2 PIECES
Timing:	APR 23 2014

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Production :

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ADVENTURE TIME

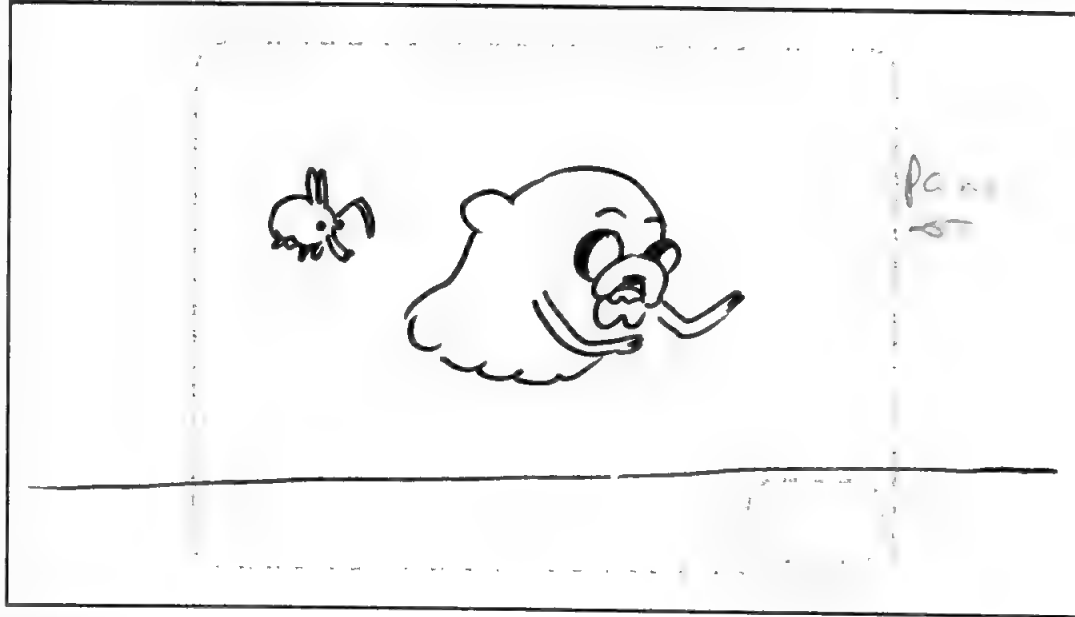


Sc.

138 ~~cont~~ Pnl. T

Bg.

day night

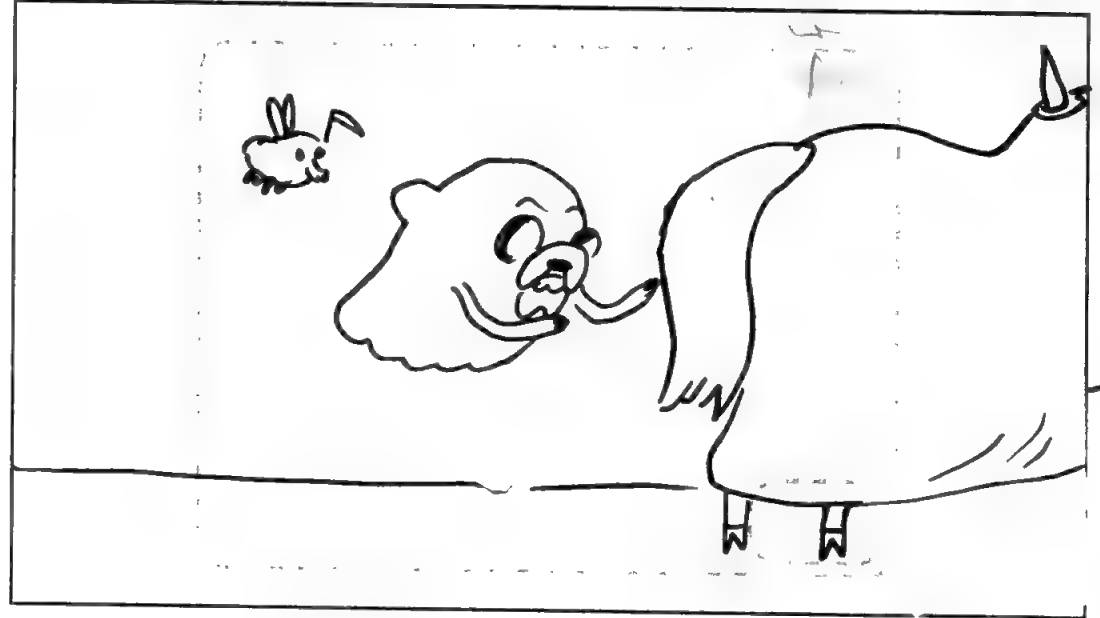


Sc.

138 ~~cont~~ Pnl. U

Bg.

day night



Dialog:

⑤ a h h h h !!!

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. 138 cont Pnl. ✓ Bg. day night

Sc. 138 cont Pnl. W Bg. day night

Dialog:	Jake: <panting>
Action:	* Fly ANTIC'S SYTH BACK. -J dives under horse -GF SUCES GHOST HORSE IN TWO
Timing:	APR 23 2014

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Production:

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1025/181

1025/181

ADVENTURE TIME



Page 243

Sc.

138 *CONT* Pnl. X

Bg.

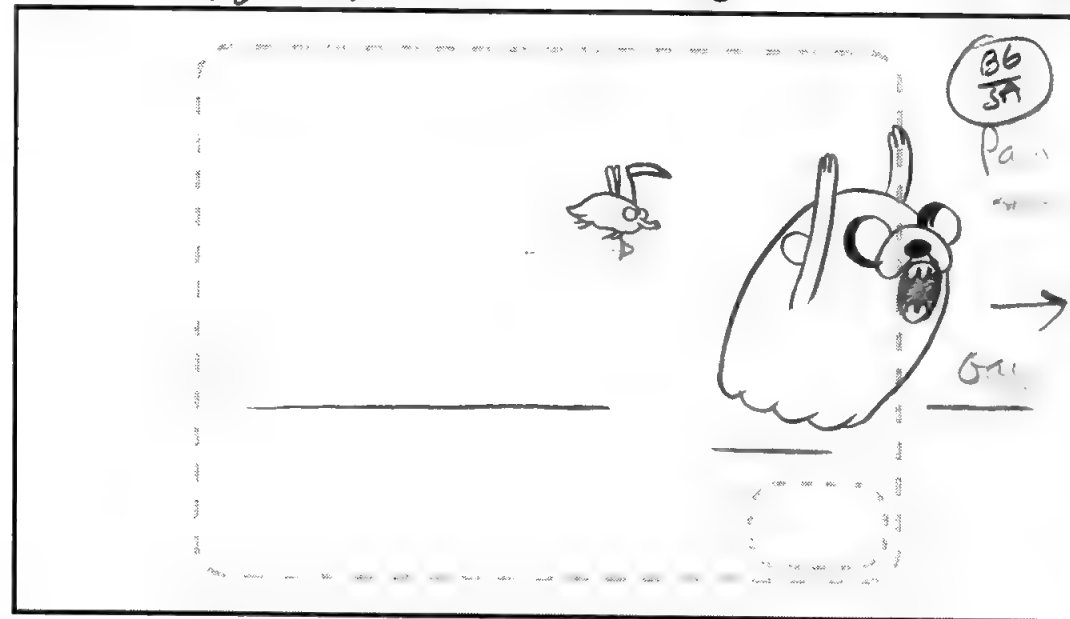
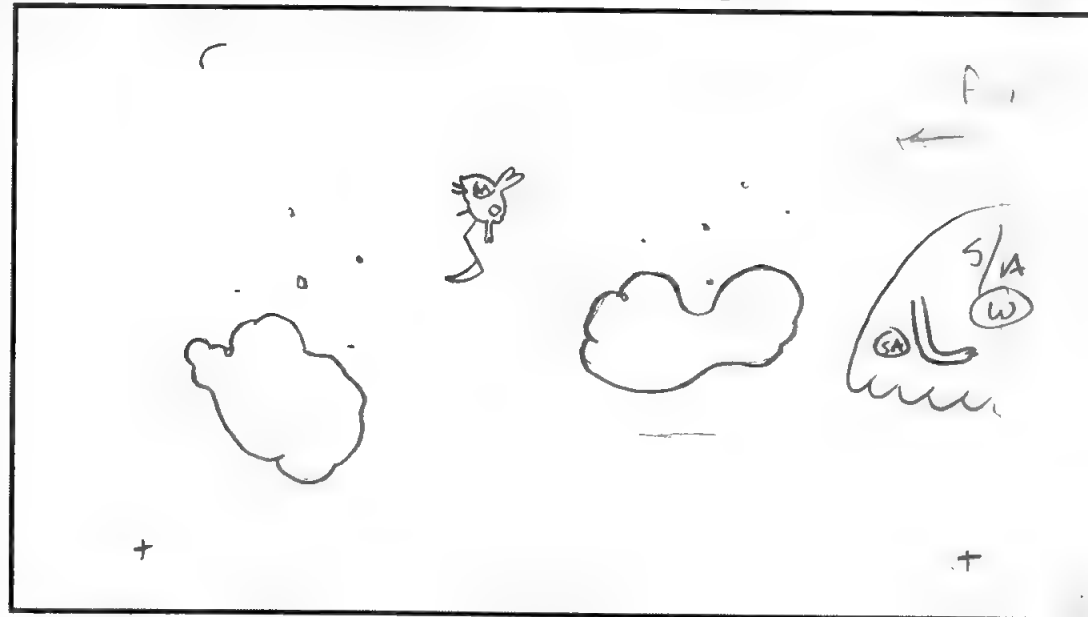
day night

Sc.

138 *CONT* Pnl. Y

Bg.

day night



Dialog:

(J): AAAAH!

Action:

(HORSE POOFS AWAY)
DISAPPEARS OFF. 1⁰⁰

- GF CHASES J. OFF/S.

GF GAINS CLOSER ON JAKE

APR 23 2014

Timing:

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Production:

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1025/181

1025/181

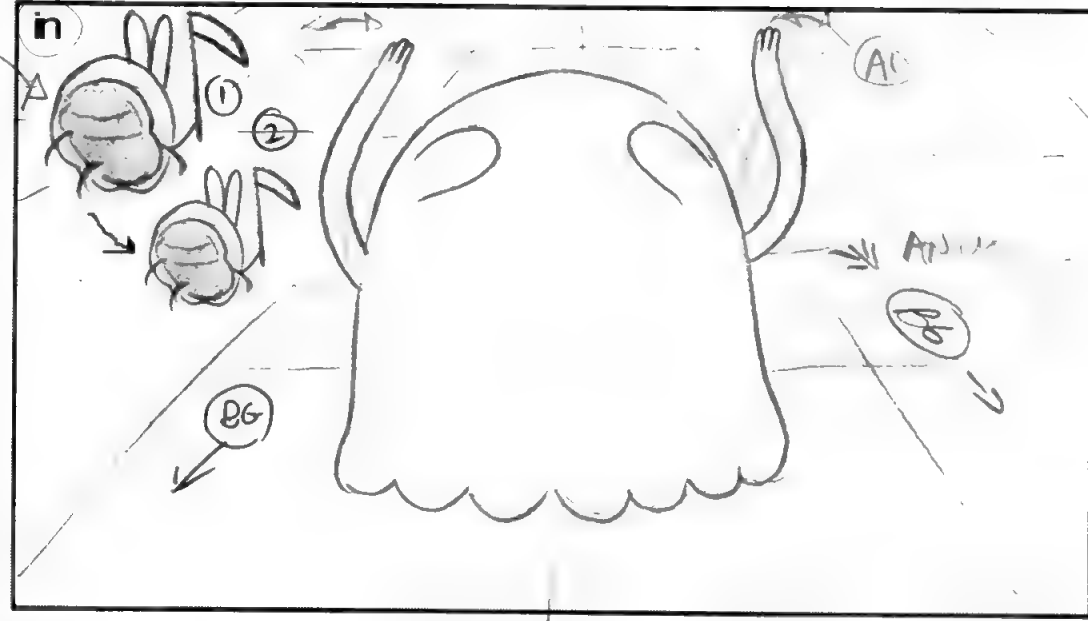
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Cut

ADVENTURE TIME

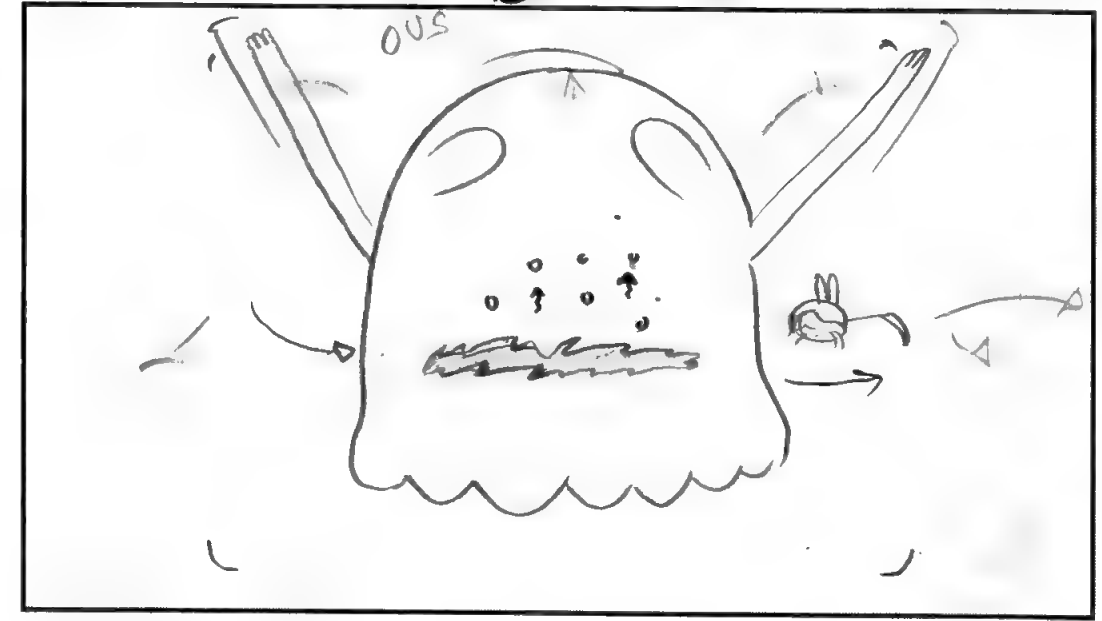


Sc. 139 Pnl. A Bg. day night



Page 244
day night

Sc. 139 Pnl. B Bg. day night

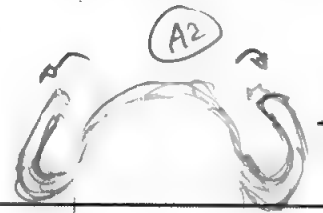


Cut

Dialog:

Action: - BG PANS.

Timing:



SFX: *SWOOSH!*

Fly slices Jake's back

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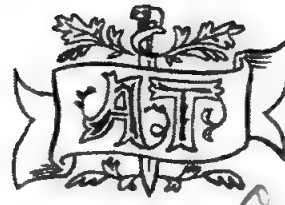
EPISODE #

1025/181

Production:

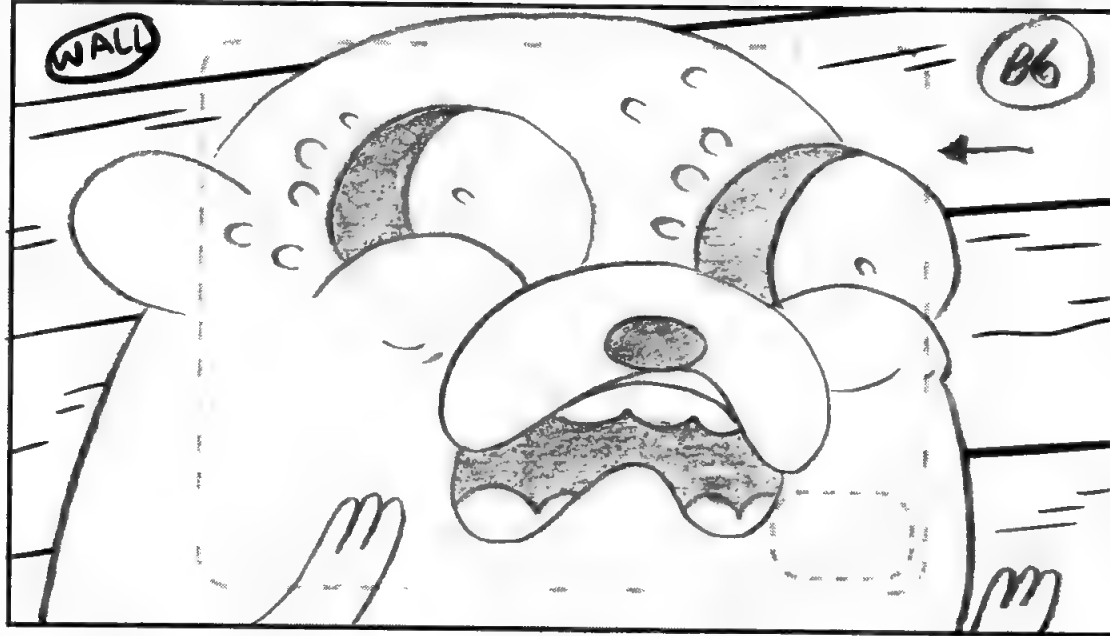
1025/181

ADVENTURE TIME

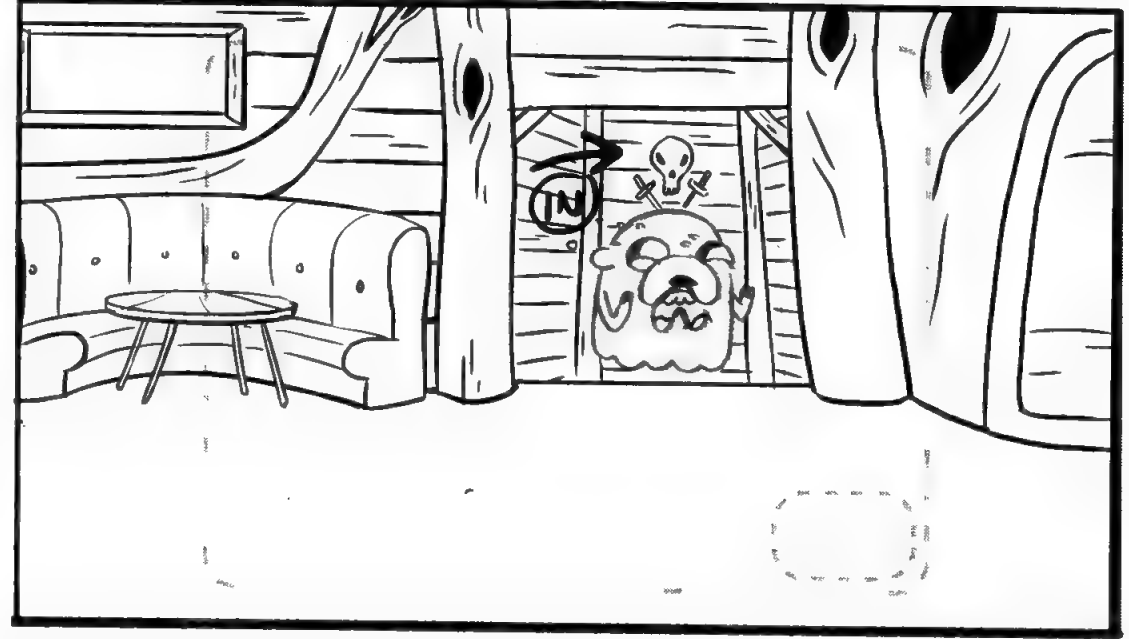


Page 245

Sc. 140 Pnl. A Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog:

(J): [SHRIEEEEK!!!]

Action:



SP

(AC)

-J. FLOATS THROUGH DOORWAY

-Ref. for sc. 141 pan on pg. 248A

APR 23 2014

Timing:

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1025-181

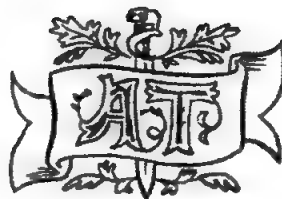
1025/181

Production:

1025/181

1025/181

ADVENTURE TIME

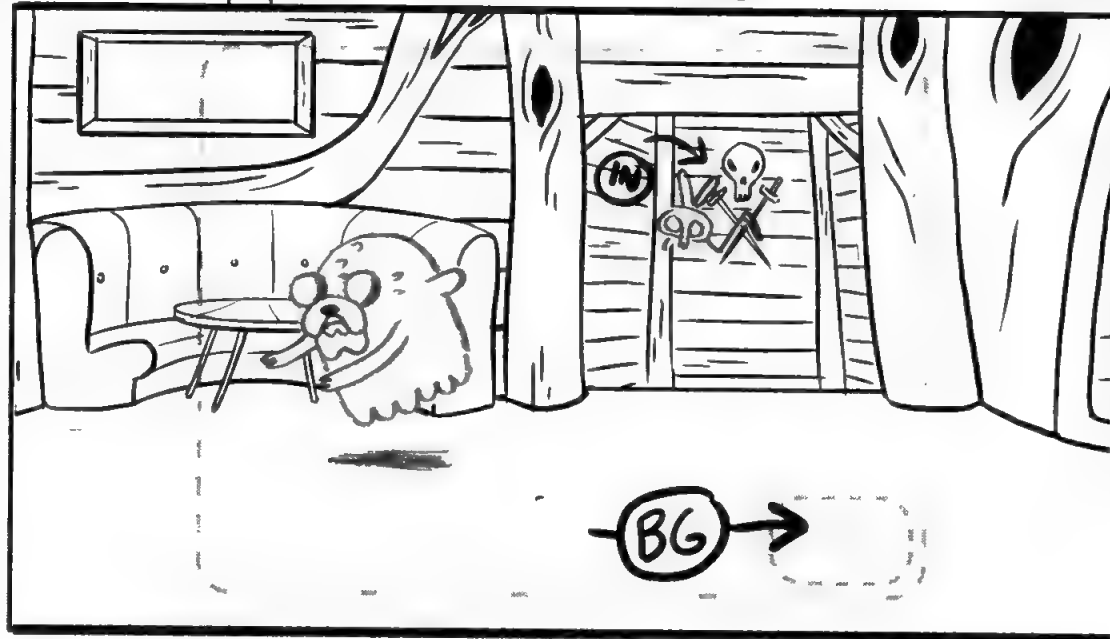


Sc.

141 cont Phil. B

Bg.

day night

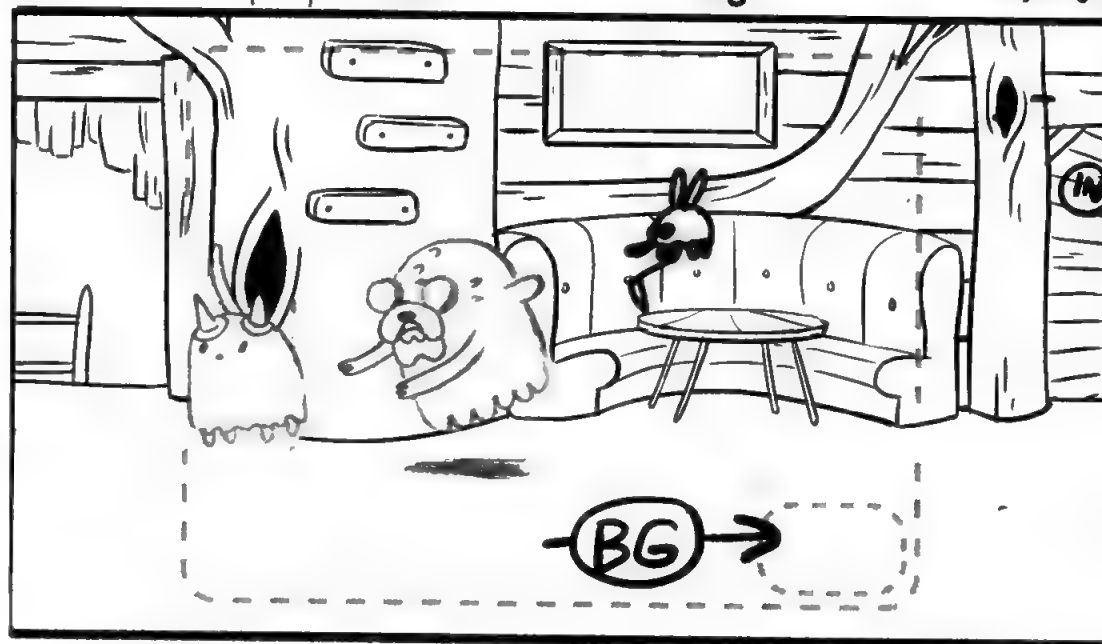


Sc.

141 cont Phil. C

Bg.

Page 246
246A NEXT
day night



Dialog:

Action:

- GF APPEARS IN DOORWAY

Timing:

APR 23 2014

Production:

EPISODE #

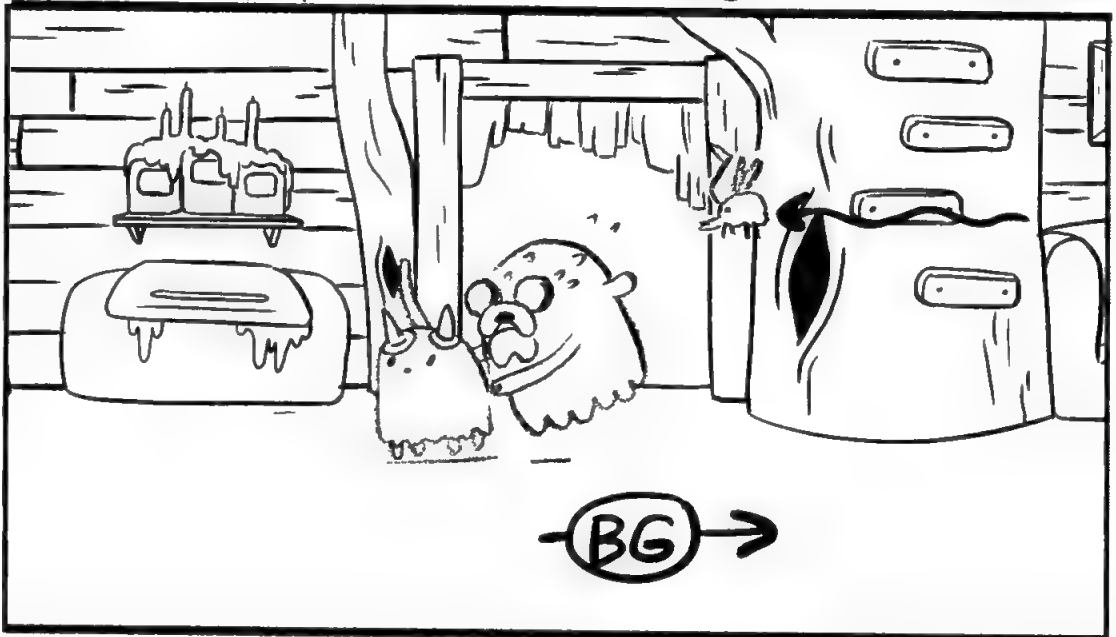
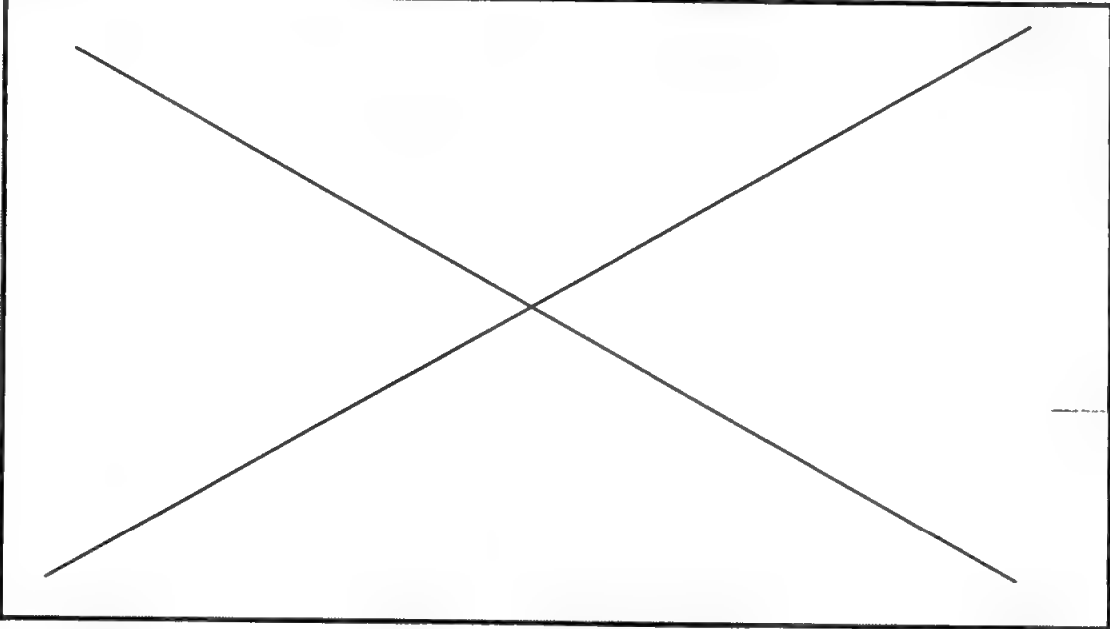
1025/181 1025-181

1025/181

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. D Bg. day night



Dialog:

Action:

Timing:

Page 246 A
247 NEXT
day night

- J. TRIPS over cat

APR 23 2011

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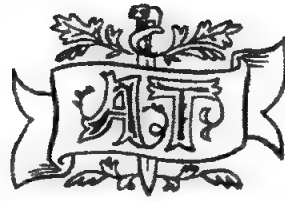
1025/181

Production:

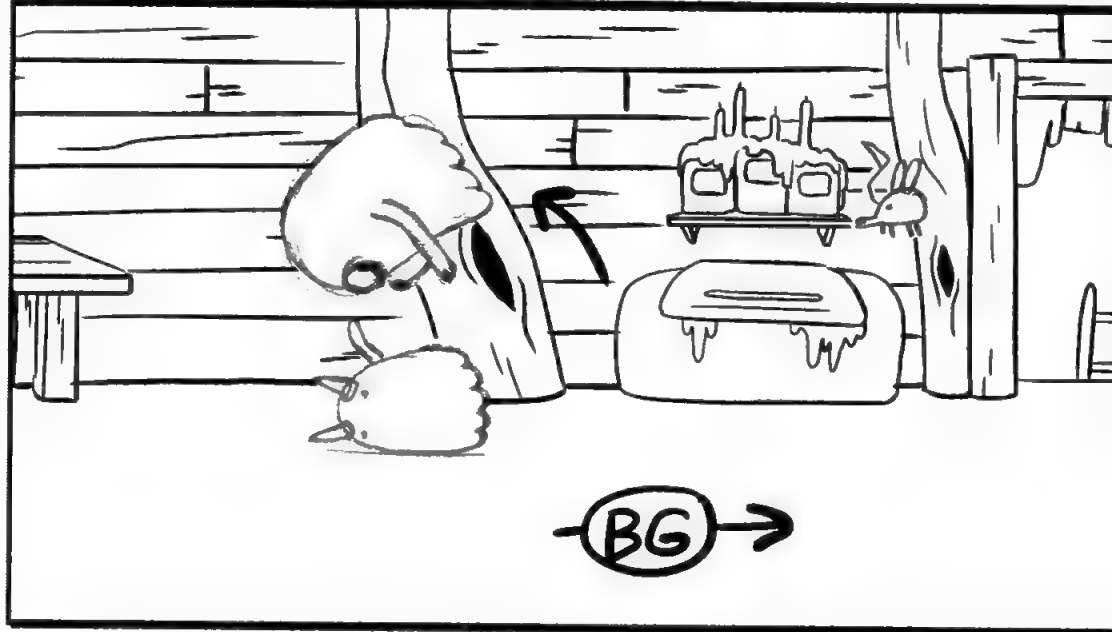
1025/181

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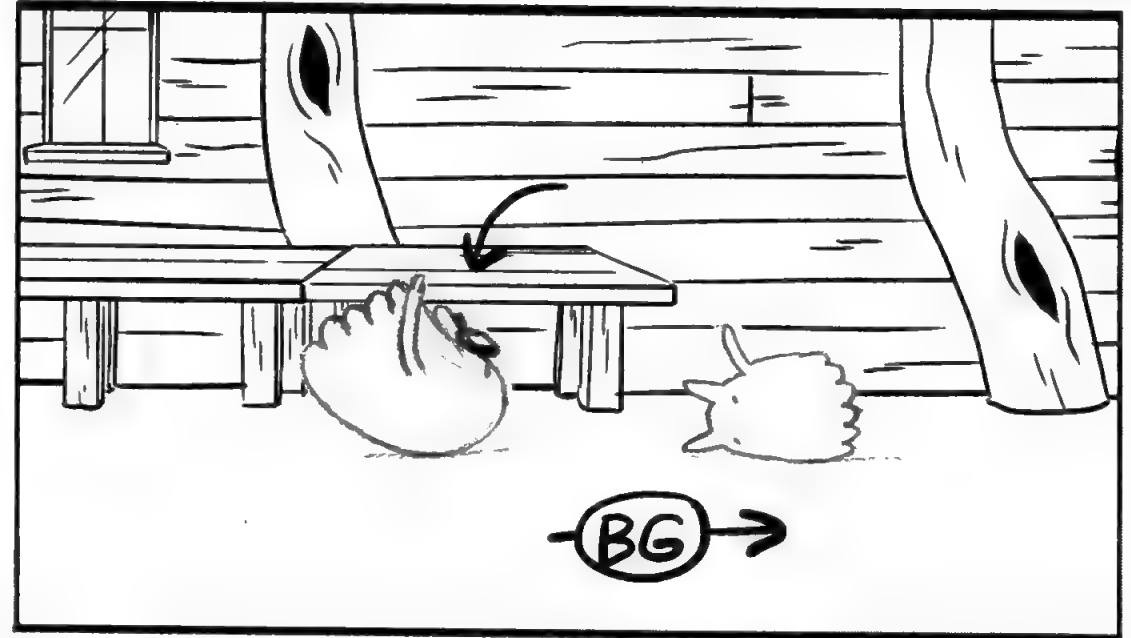
ADVENTURE TIME



Sc. 141 *cont* Pnl. E Bg. day night



Sc. 141 *cont* Pnl. F Bg. day night Page 247
247A NEXT



Dialog:

Action:

JAKE TUMBLES OUT OF CONTROL.

Timing:

APR 23 2014

EPISODE #

Production:

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ADVENTURE TIME

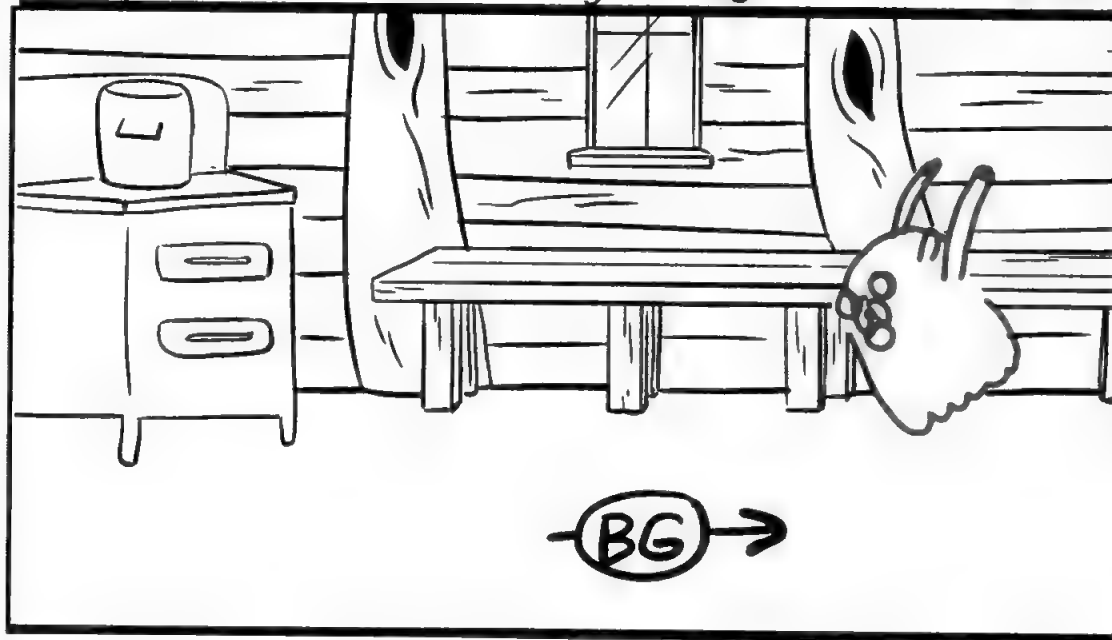


Sc.

141 *cont* Pnl. G

Bg.

day night



Sc.

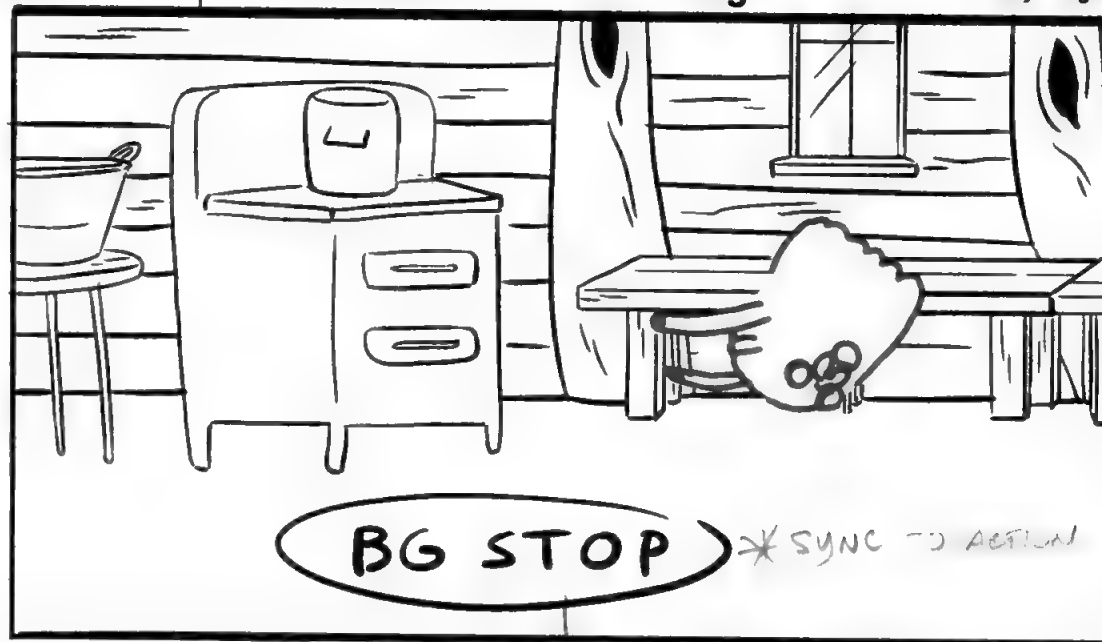
141 *cont* Pnl. H

Bg.

Page

247A

247B NEXT
day night



Dialog:

J : WHOOP!

Action:

JAKE CONTINUES TO TUMBLE...

Timing:

APR 23 2014

EPISODE #

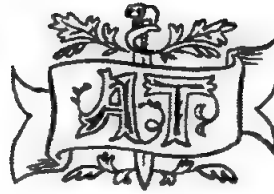
Production:

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1025/181

ADVENTURE TIME



Sc.

141 *cont* Pnl. I

Bg.

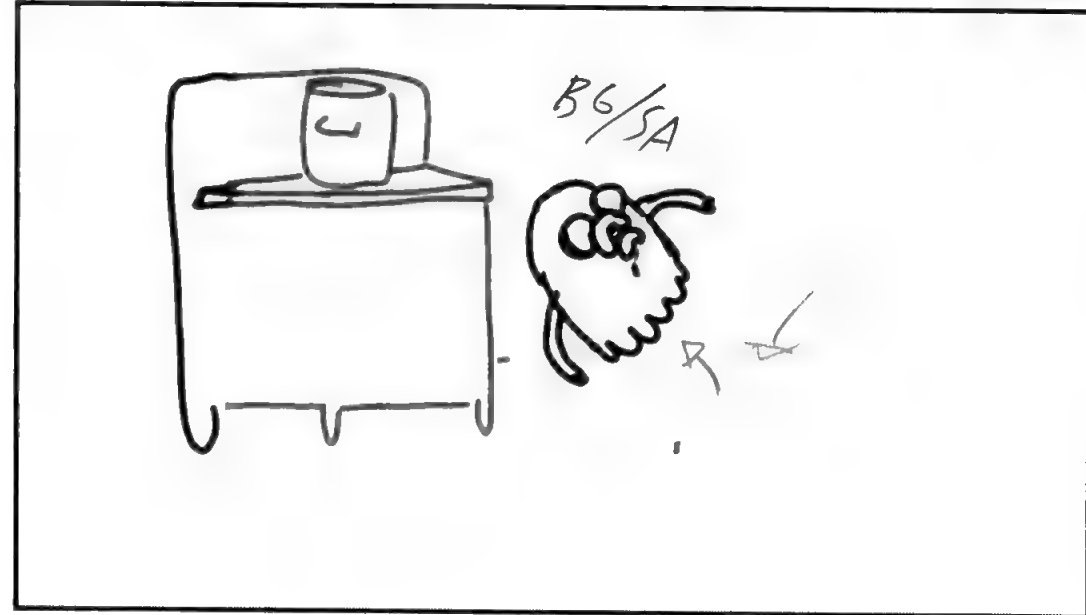
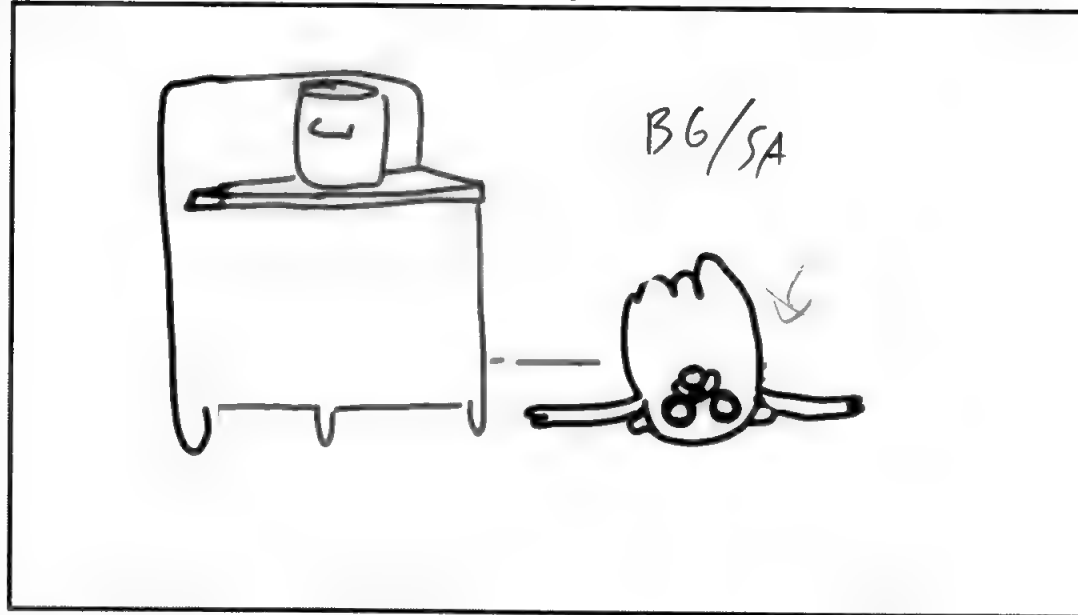
day night

Sc.

141 *cont* Pnl. J

Bg.

Page ^{247 B}
240 NEXT
day night



Dialog:

J : Whoa!

Action:

JAKE TUMBLES — HITS FLOOR ...

BOUNCES INTO STOVE ...

Timing:

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1025/181

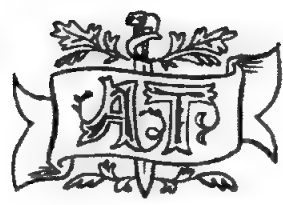
Production:

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1025/181

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ADVENTURE TIME

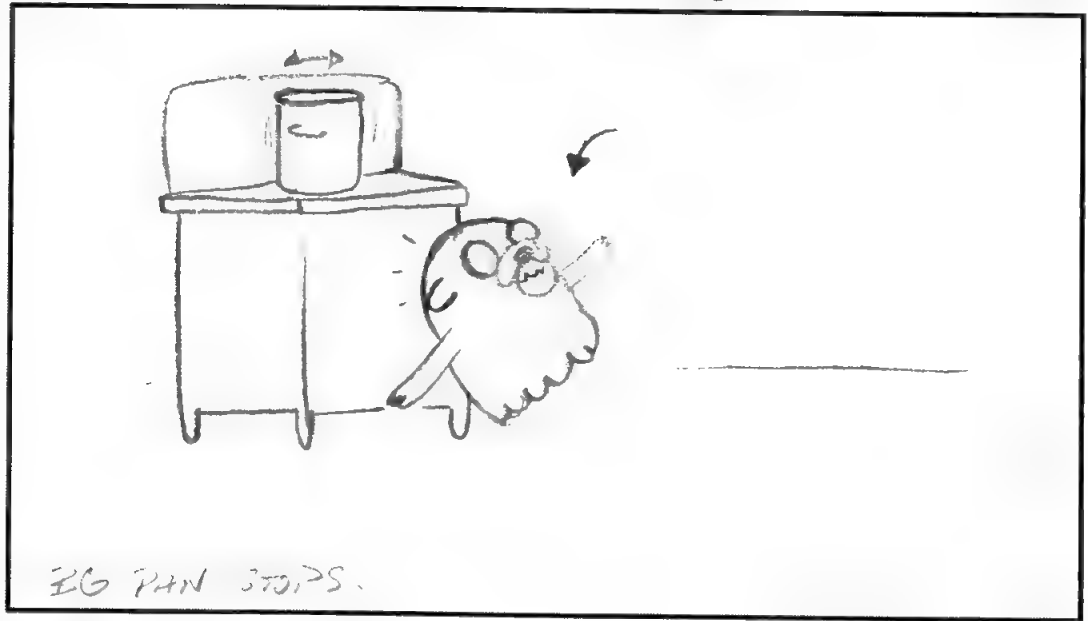


Sc.

141 *cont* Pnl. K

Bg.

day night

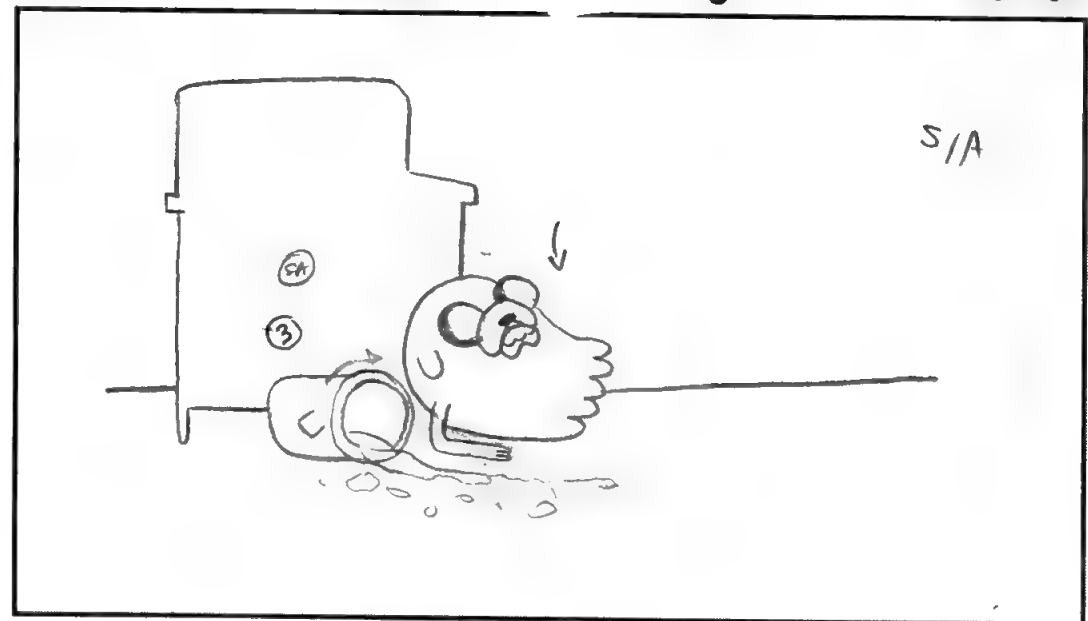


Sc.

141 *cont* Pnl. L

Bg.

Page 248
248 *next*
day night



Dialog:

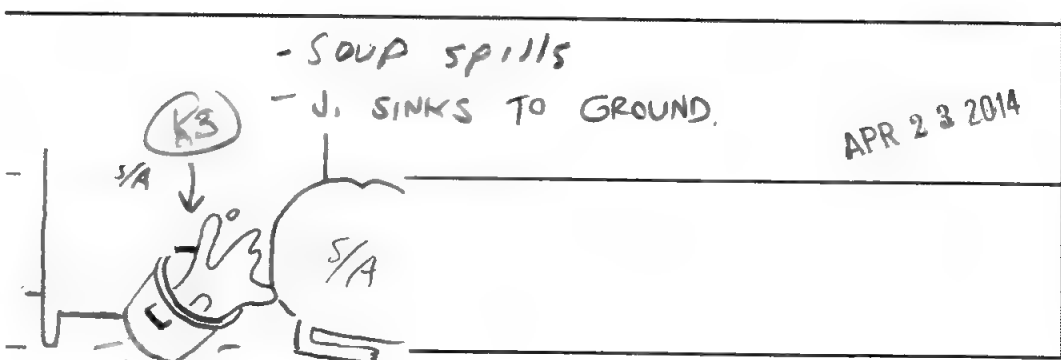
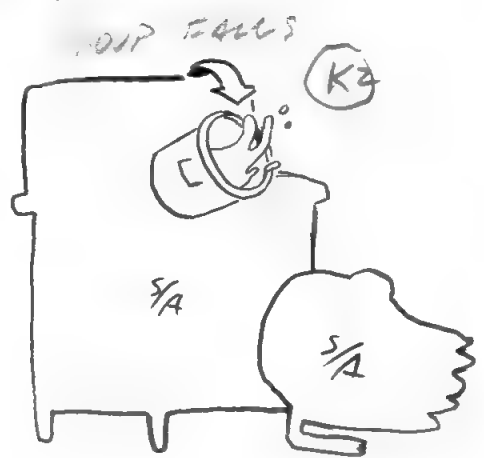
SFX: BONK!

J: [IMPACT]

Action:

-J. HITS STOVE.
SOUP SHAKES

Timing:



-SOUP SPILLS
-J. SINKS TO GROUND.

APR 23 2014

Production:

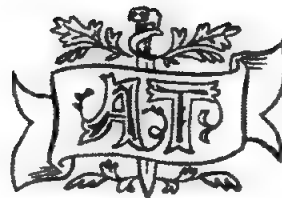
EPISODE #

1025-181

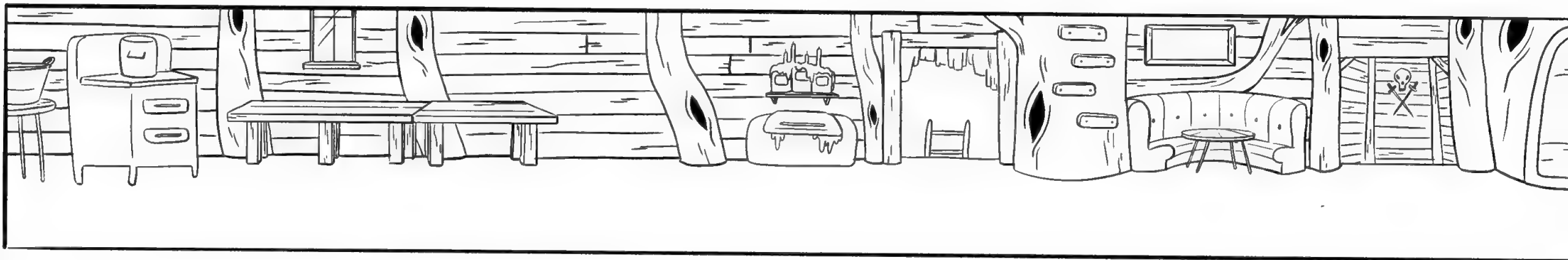
1025/181

1025/181

ADVENTURE TIME



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249 NEXT



PAN REF FOR SC. 141

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1025/181

1025/181

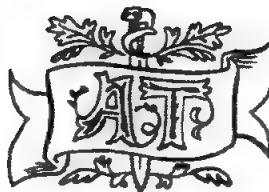
1025/181

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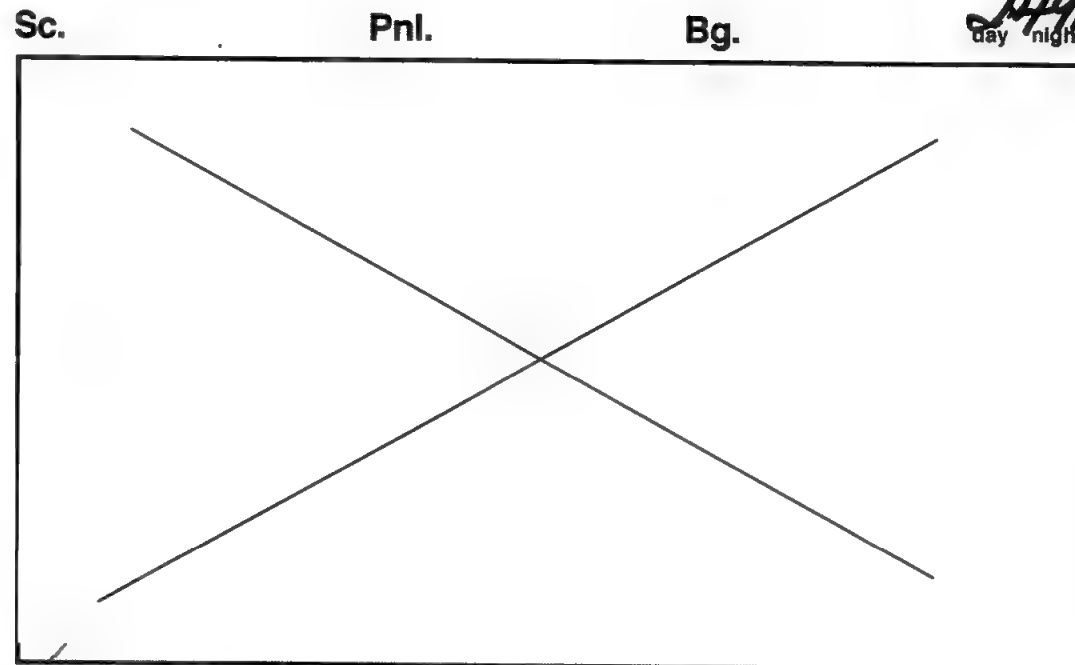
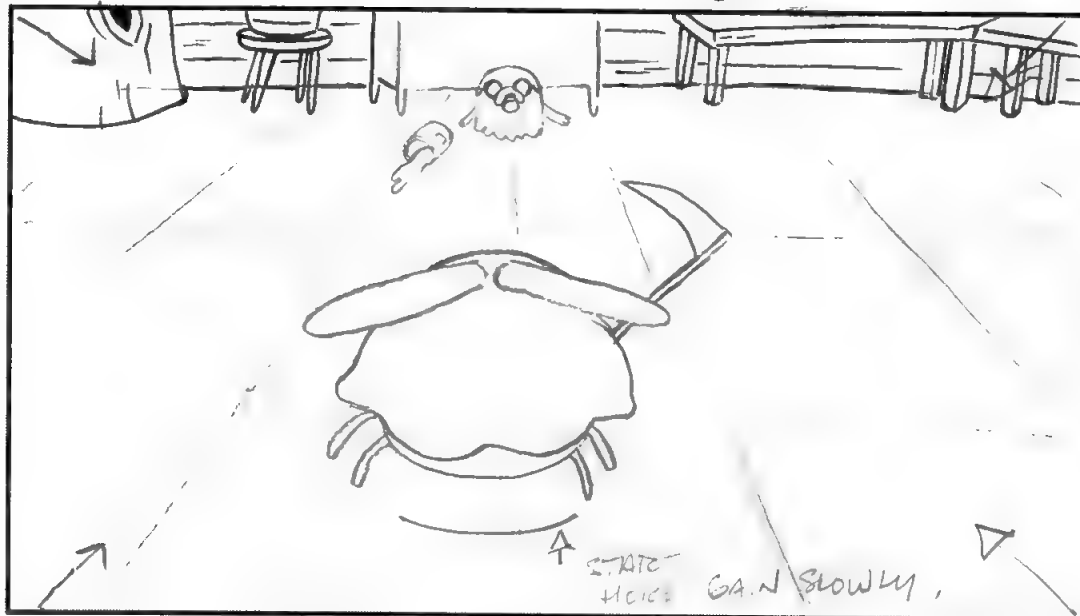
1025/181

142
A

ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Page 249
249A NEXT
day night

Dialog: GF: (MILEVACENT) WOOOO! *STRET JAKE OUT OF ROOMS — JAKE INTO FOCUS.	
Action: - TRACK W/ G.F. - ANIM - TRACK IN ON JAKE	
Timing: APR 23 2014	

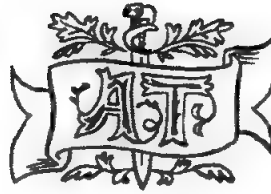
EPISODE # 1025-181
1025/181
Production:

1025/181

1025/181

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ADVENTURE TIME



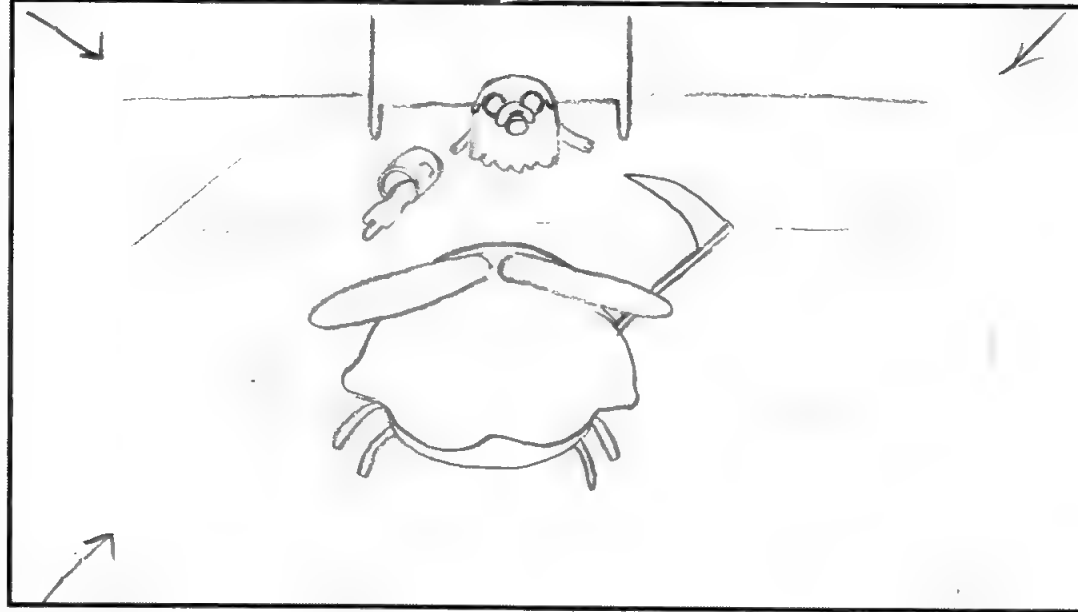
Sc.

142 *cont* Pnl.

B

Bg.

day night



Sc.

142 *cont* Pnl.

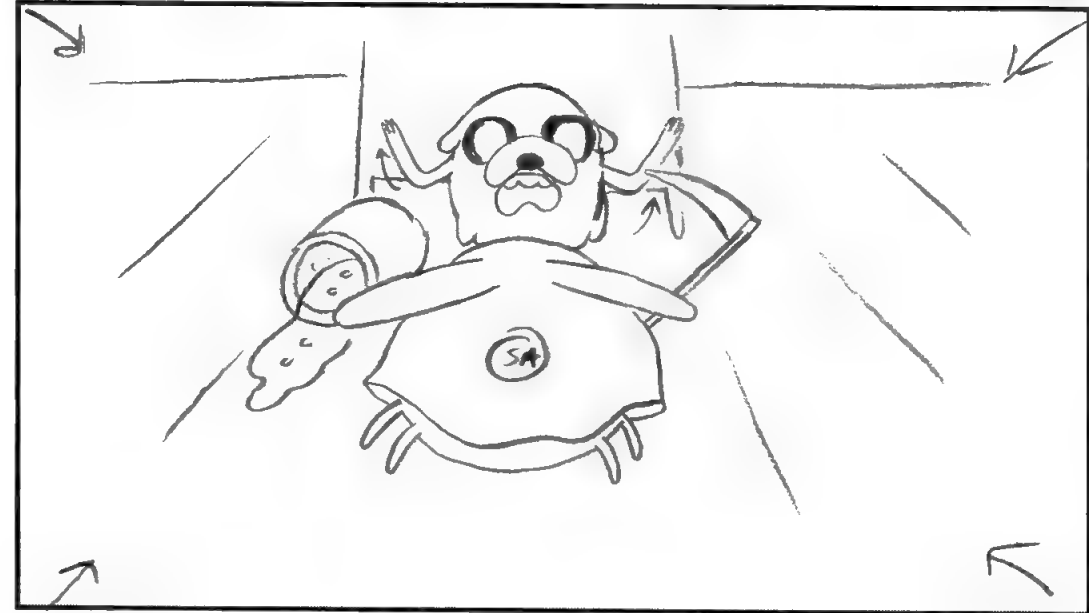
C

Bg.

Page

249A

250 *next* Hu
Cut



Dialog:

GF: (malevolent) Wooooo!

Action:

- TRACK W/ G.F.
- TRUCK IN ON JAKE

Timing:

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1025/181

Production:

1025/181

1025/181

ph
cut

ADVENTURE TIME



Sc. 143

Pnl.

A

Bg.

day night

Sc.

143 cont

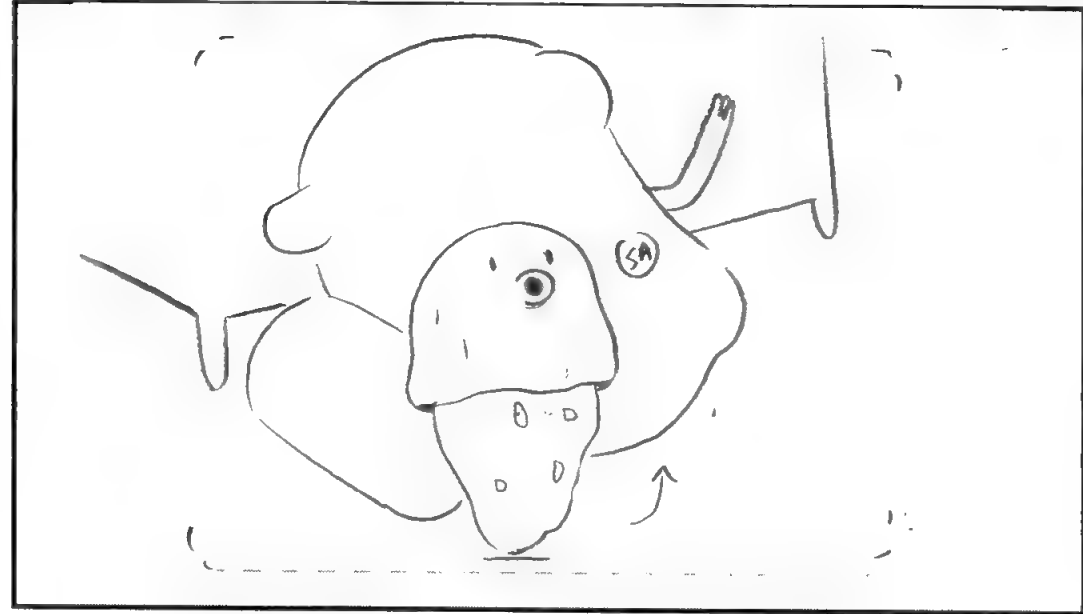
Pnl.

B

Bg.

Page 250
day night

cut



Dialog:

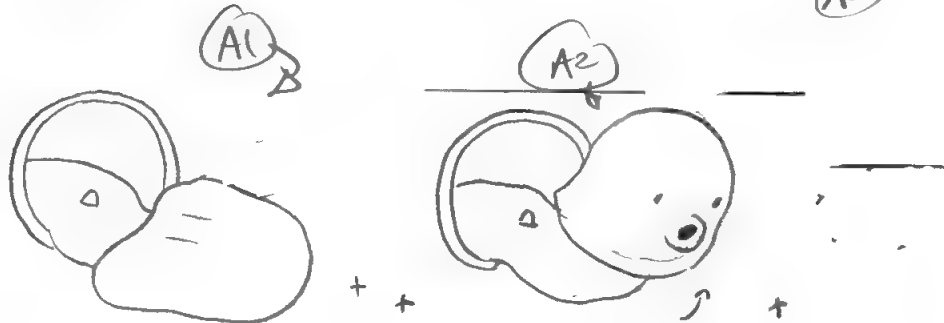
(S): AHHHHH

SIA
A
A3

SOUP GHOST:

WOOOOOO ...

Action:



Timing:

+ + + +



APR 23 2014
B3

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

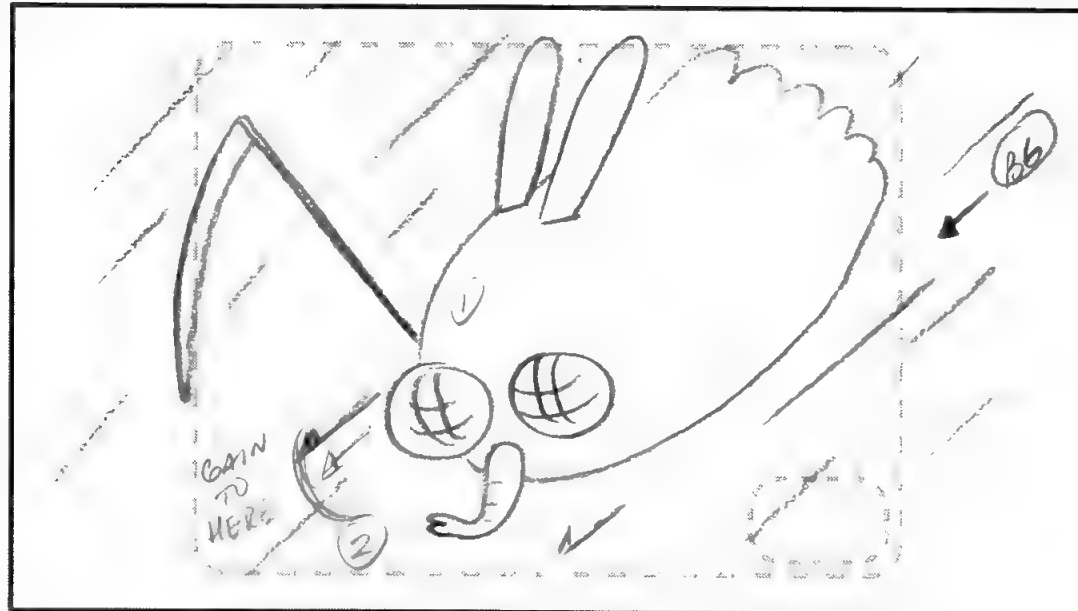
Cut

ADVENTURE TIME

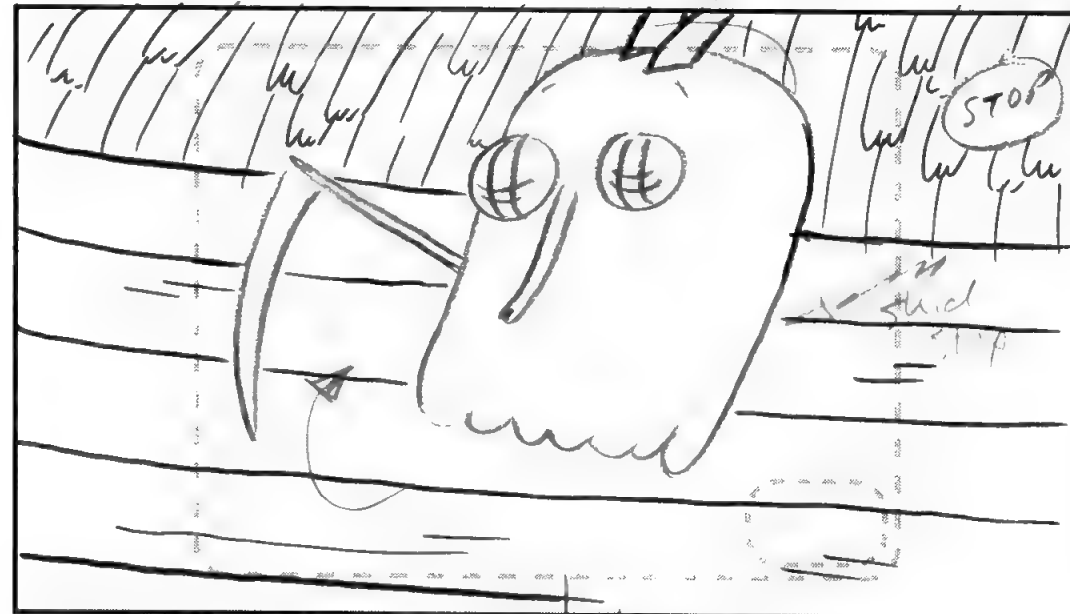


NO
SC
145

Sc. 144 Pnl. A Bg. day night



Sc. 144 CONT Pnl. B Bg. BUS day night



Dialog:

Action:

FLY GAINS F.T.M.

(Bb STOPS)

FLY REACTS UP/BACK IN SURPRISE

Timing:

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

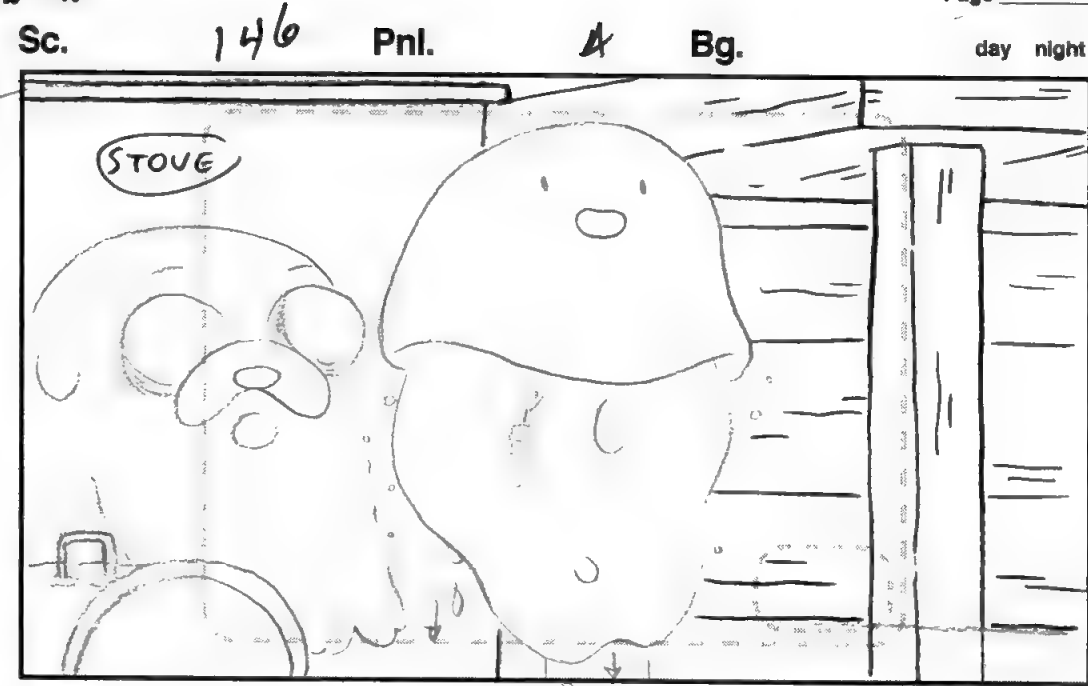
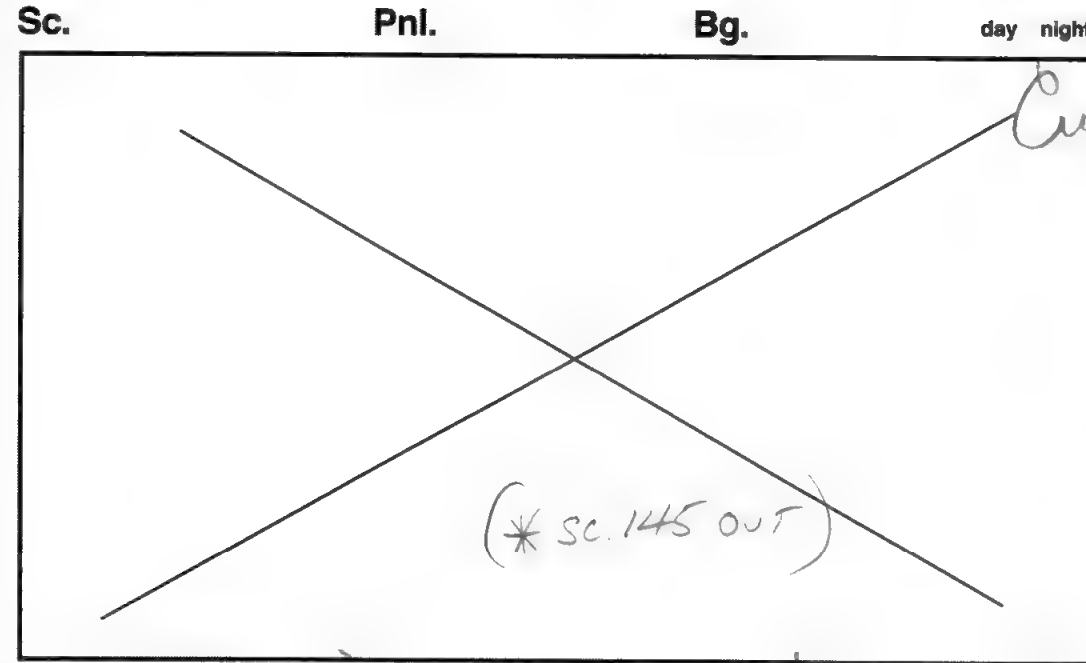
Page 251

1025/181

ADVENTURE TIME



Page 252



Dialog:	SOUP GHOST: (HAPPY) WO OOOO	
Action:	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>(A1)</p> </div> <div style="text-align: center;"> <p>(A2)</p> </div> </div>	
Timing:	<p>* SOUP TALKS 108 cycle (OVERLAP) DRIPS</p> <p style="text-align: right;">APR 23 2014</p>	

1025/181

EPISODE # 1025-181
 1025/181
 Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

146 *cont*
Pnl.

B

Bg.

day night

Sc.

146 *cont*
Pnl.

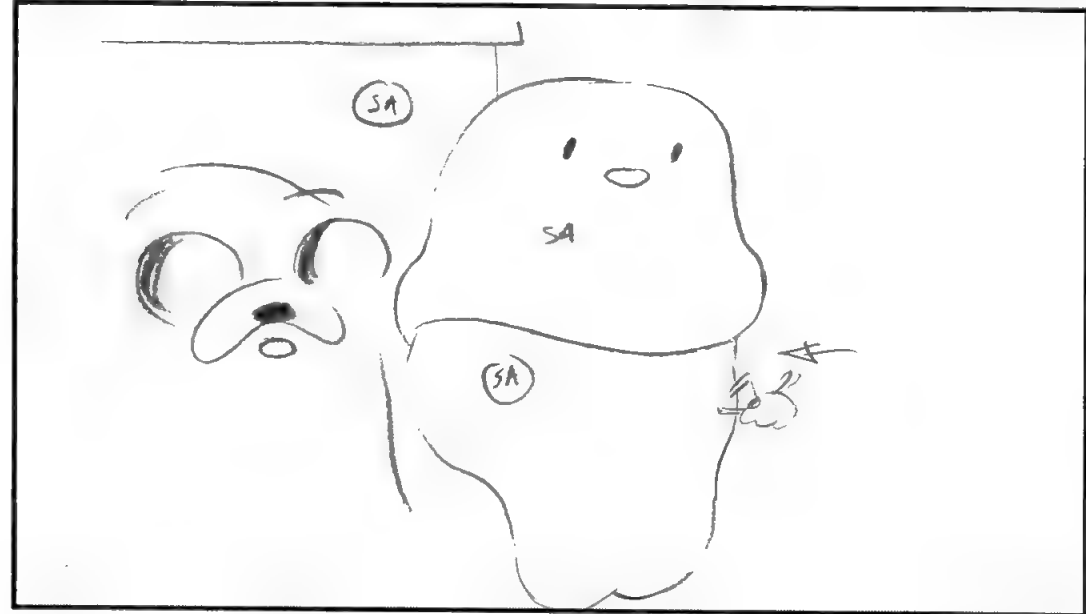
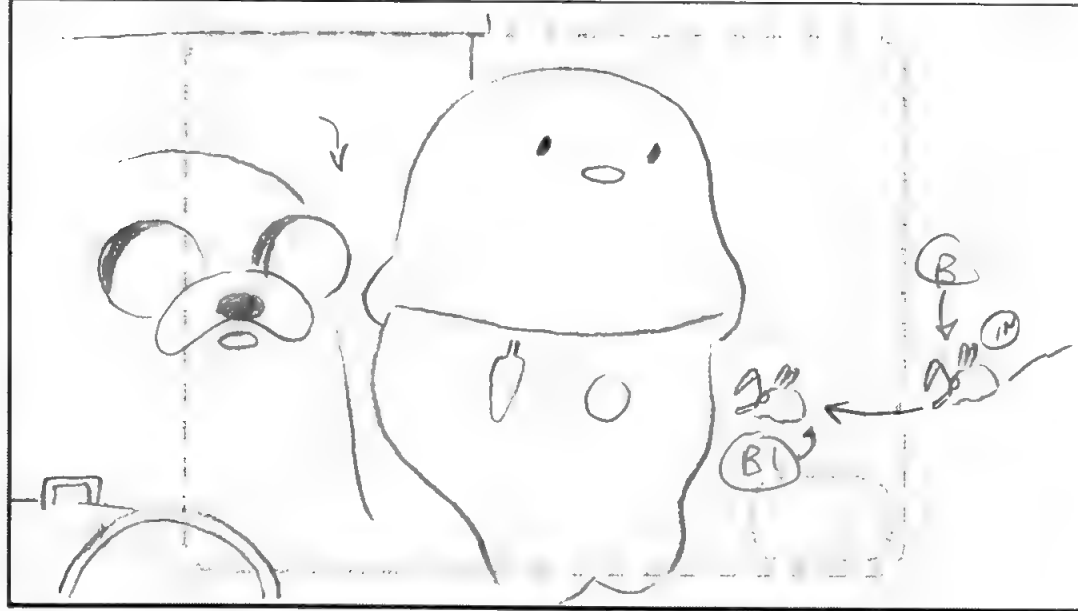
C

Bg.

Page

253

day night



Dialog:

GHOST FLY: [SLURPING]

Action:

- GHOST FLY ENTERS
- TAKE SHOT
- TAKE WATCHES

- GHOST FLY NIBBLES AT SOUP GHOST

Timing:

CL APR 23 2014
suck

EPISODE #

1025-181

1025/181

Production:

1025/181

Hx
A.T

ADVENTURE TIME



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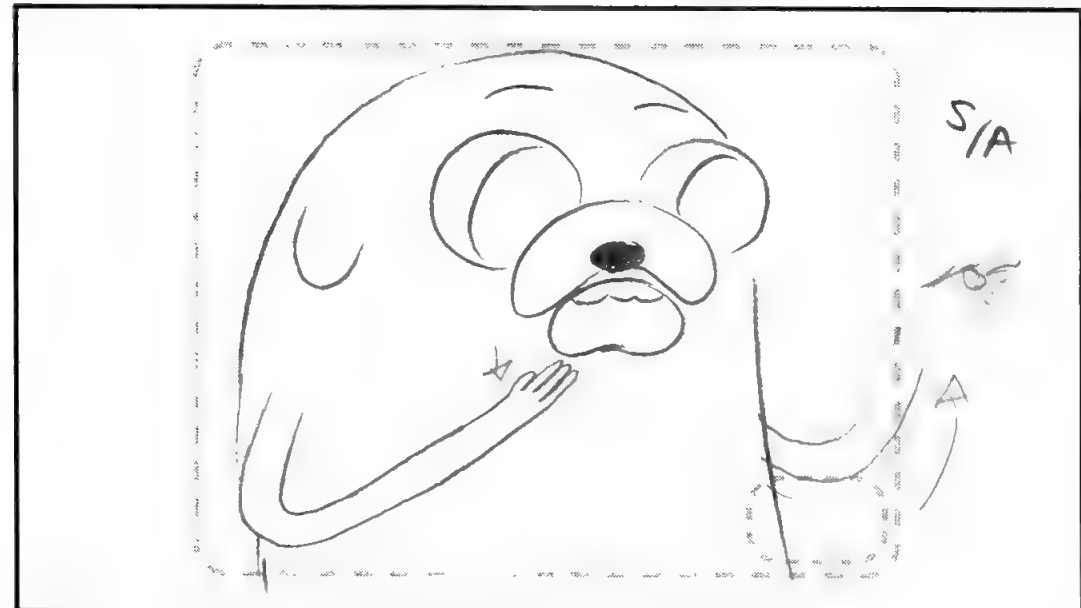
Sc. 147 Pnl. A Bg.

day night

Sc. 147 Pnl. B Bg.

day night

Cut



Dialog:

①: That's right... you
never finished the
soup...

①: That's you're unfinished
business...

Action:

JAKE TUCKS HAND TO MOUTH.

JAKE POINTS TO DISH.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

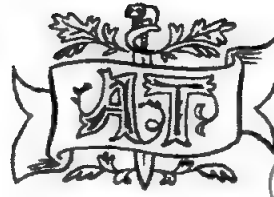
Production:

1025/181

1025/181

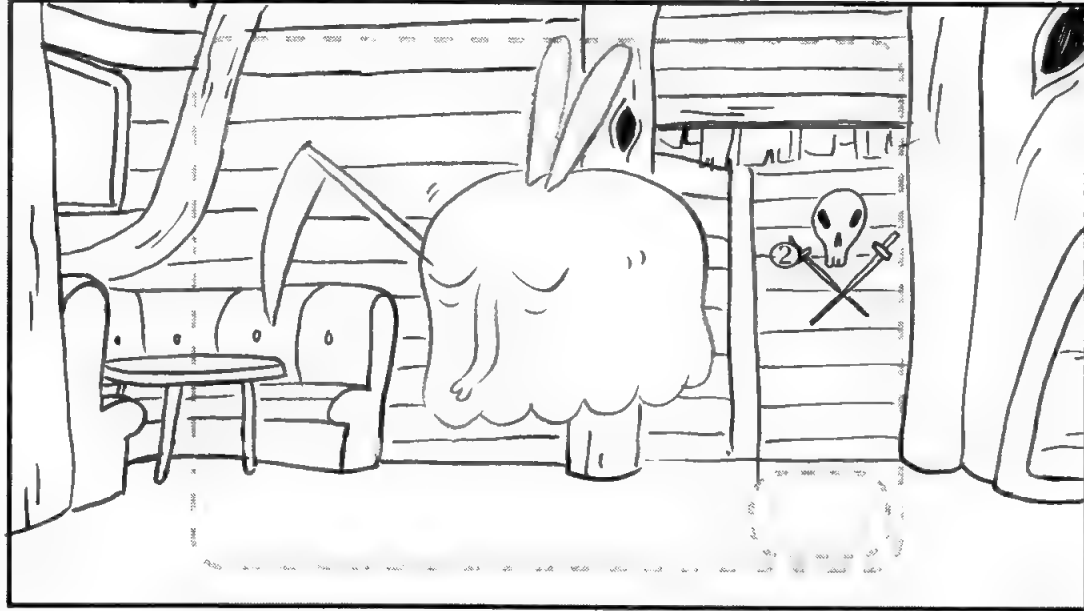
Cut

ADVENTURE TIME

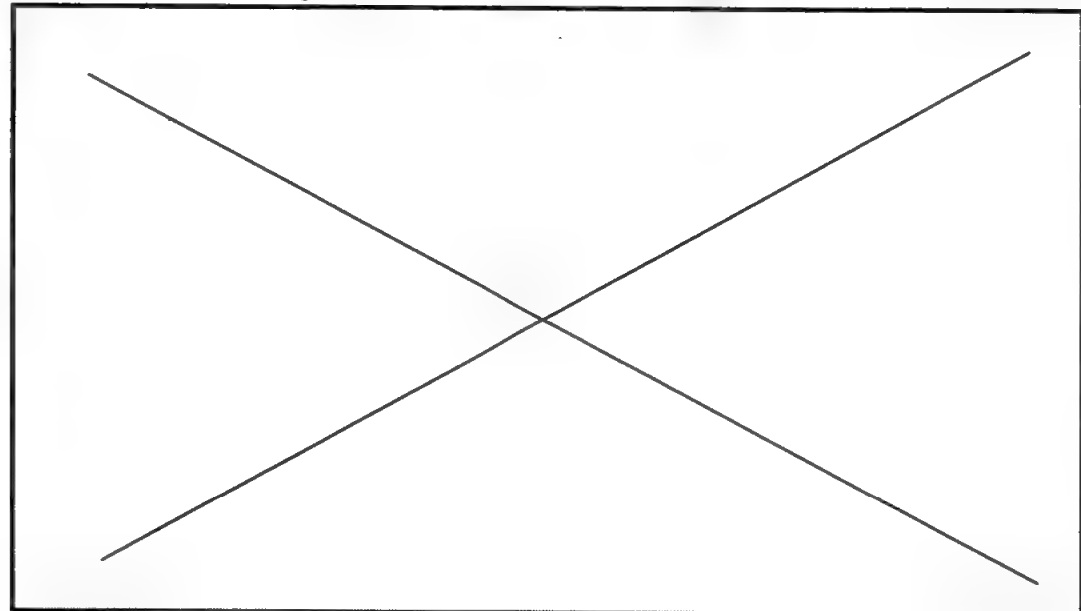


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Sc. 148 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

GF: (AFFIRMATIVE) woo.

Action:

Fly NOOS head

Timing:



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1025-181

1025/181

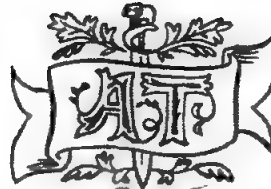
Production:

1025/181

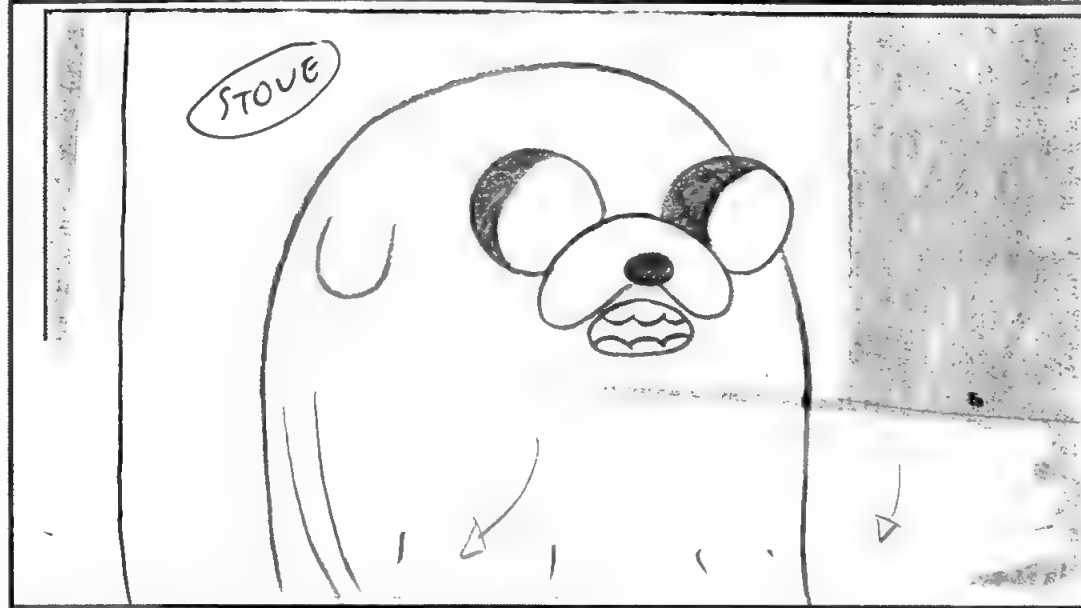
Cut

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ADVENTURE TIME



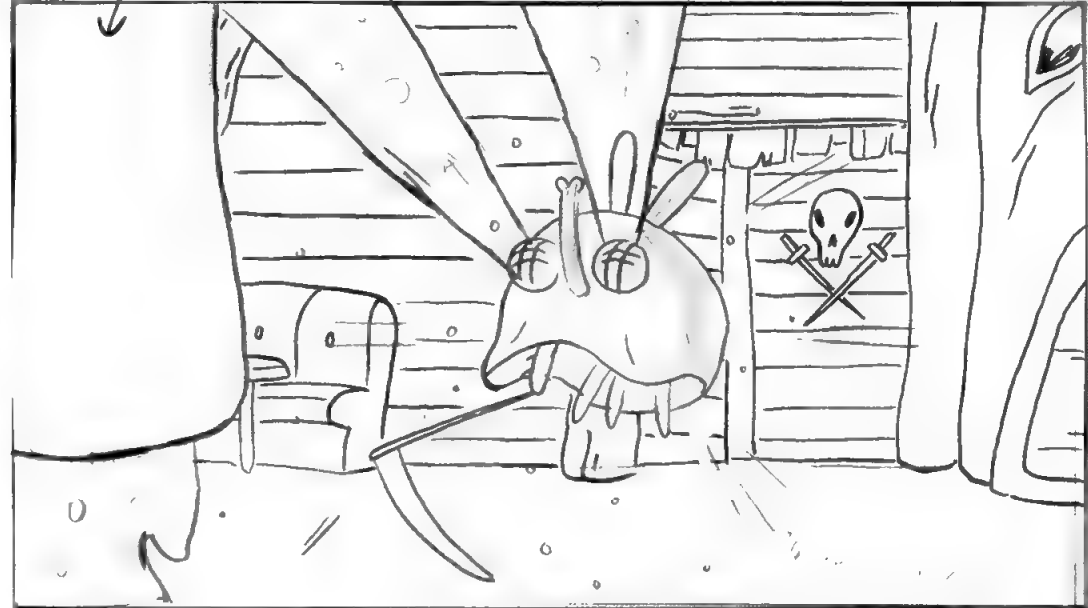
Sc. 149 Pnl. A Bg.



day night

Sc. 150 Pnl. A Bg.

day night



Dialog:

(J): AND now that you finished
it you get to ASCEND TO
A GLORIOUS new peaceful realm.

APR 23 2014

Action:

JAKE DROPS HANDS (OVERLAP)

- G.F. GLOWS BRIGHTER,
- LIGHT BEAMS SHOOT OUT FROM G.F.'S EYES

Timing:

- * PARTICLES DRIFT OUTWARD SLOWLY. "POP" OFF
- * FLY DRIFTS UPWARD SLOWLY



EPISODE #

Production:

1025-181

1025/181

1025/181

ADVENTURE TIME



Sc.

150 cont Phil.

B

Rd.

day night

Sc.

150 cont Phil.

C

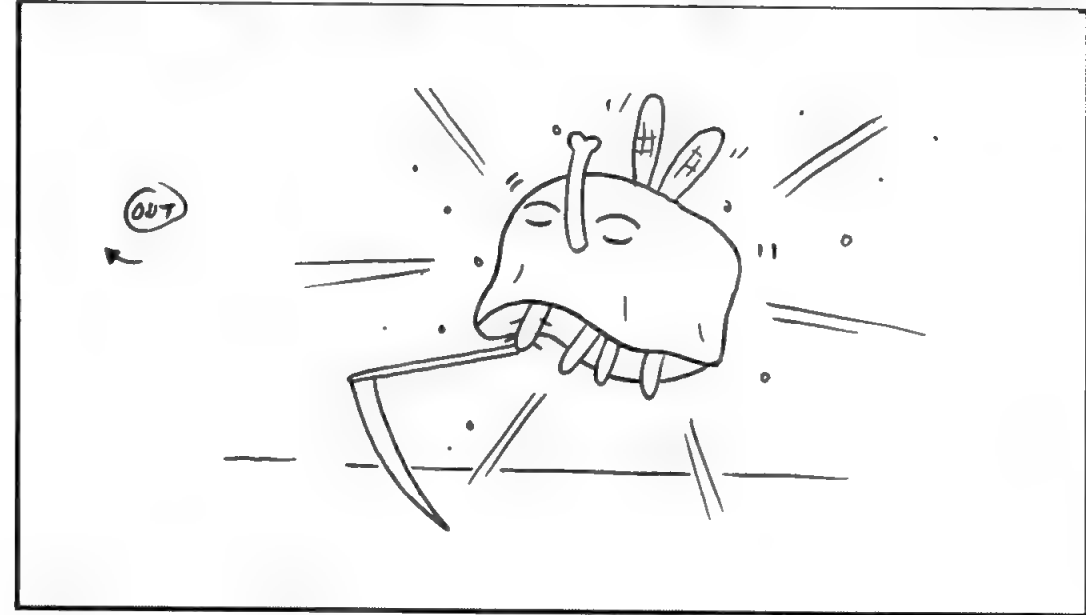
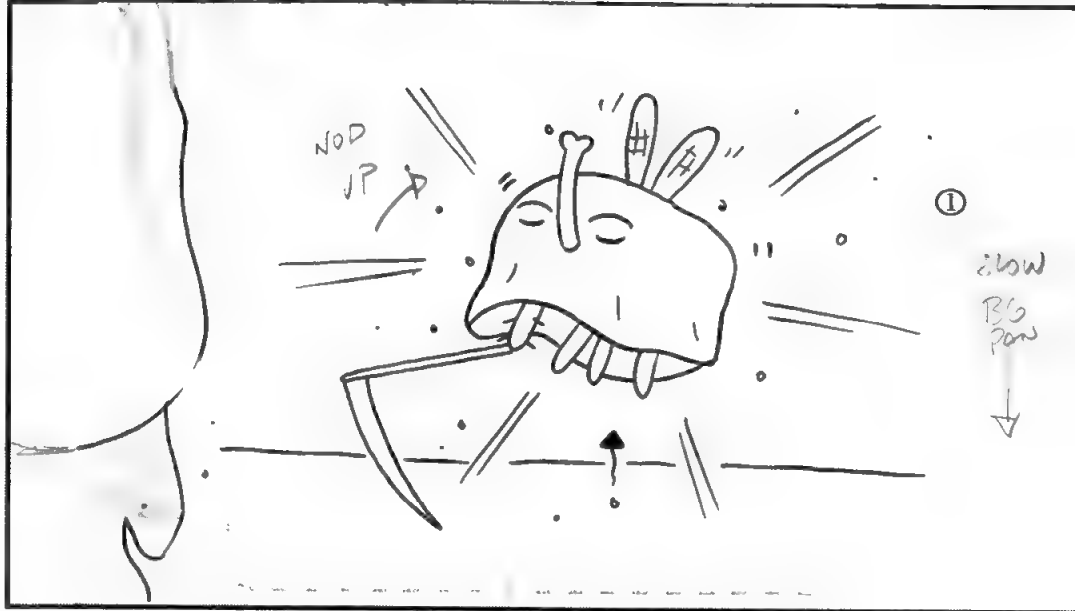
Bg.

Page

257

day night

Ho Cut



Dialog:

Action:

- (Fly starts to raise up)
- noos head "yes!"

(Soup ghost exits shot)

APR 23 2014

Timing:



EPISODE #

1025-181

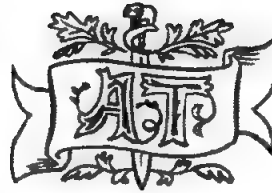
1025/181

Production:

1025/181

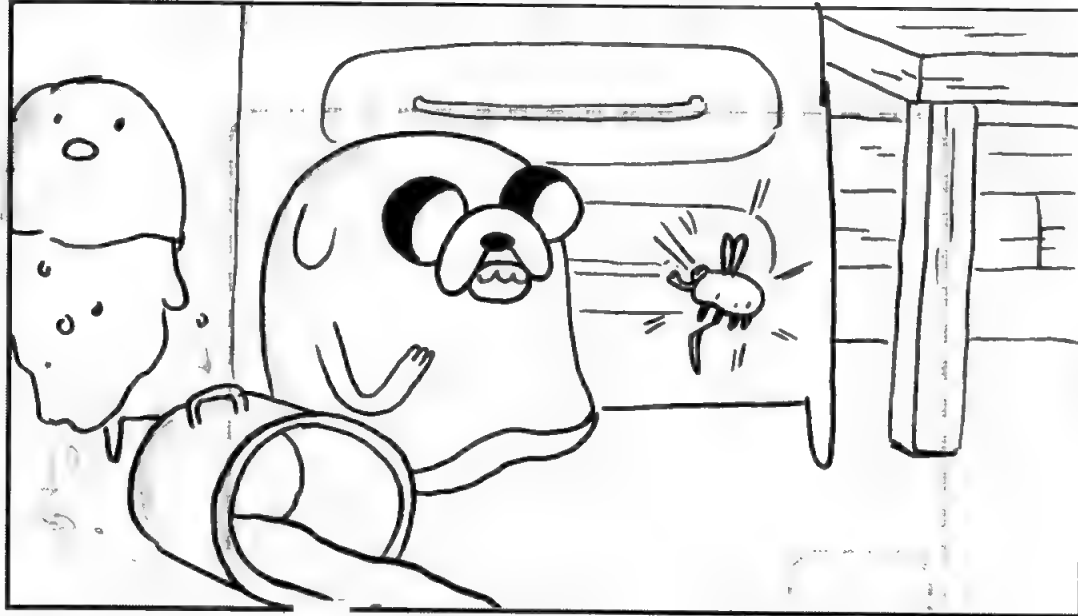
He
C. +

ADVENTURE TIME

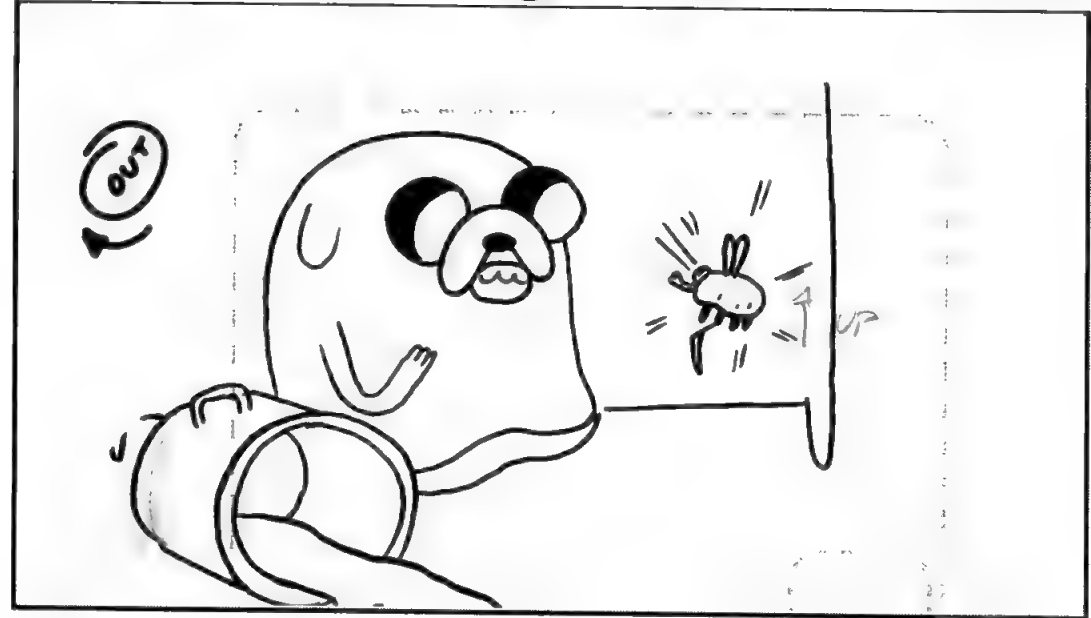


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Sc. 151 Pnl. A Bg. day night



Sc. 151 cont Pnl. B Bg. day night



Dialog:

(IN AWE)
J: AAH!

APR 23 2014

Action:

2.0 3.0 4.0 5.0 INT.
+ SHIMMER RIMLIT ON JAKE + G. SOUP

- Soup Fly exits
quickly
- Fly is still rising 'slowly

Timing:

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1025/181

Production:

1025/181

1025/181

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ADVENTURE TIME



Sc.

151 cont Pnl.

C

Bg.

day night

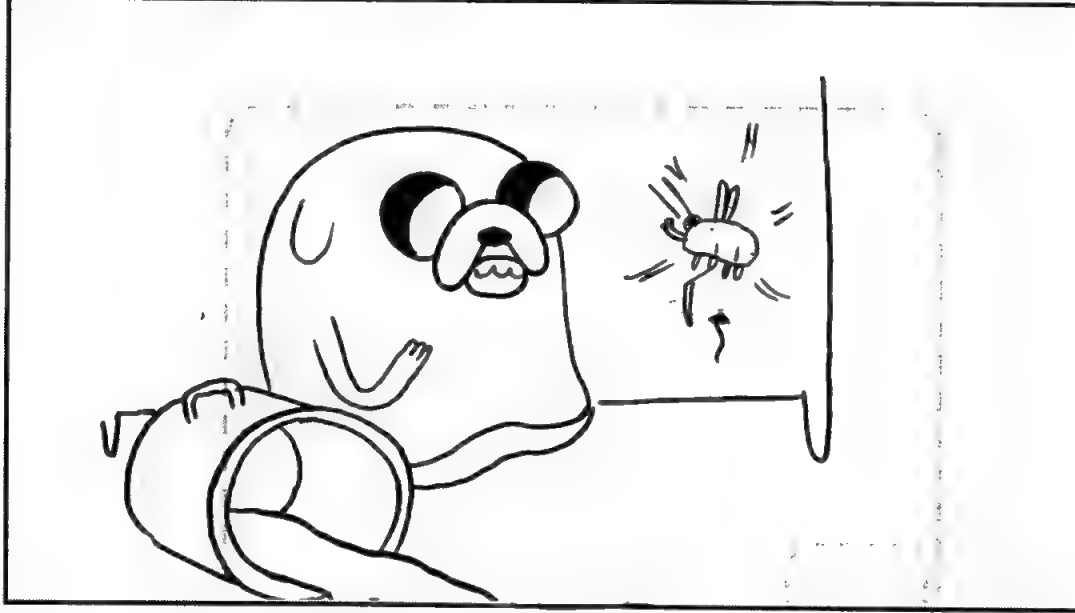
Sc.

151 cont Pnl.

D

Bg.

Page 259
day night



Dialog:

Action:

Timing:

JRACE ANTIC BACK

APR 23 2014

EPISODE #

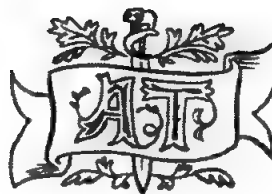
1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

151 CONT Pnl.

E

Bg.

day night

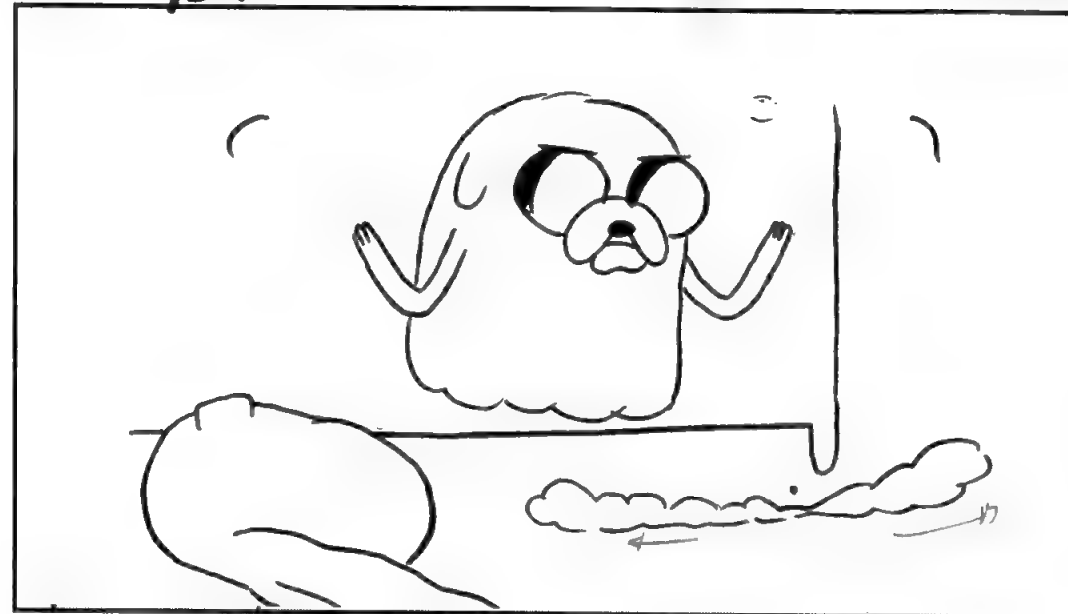
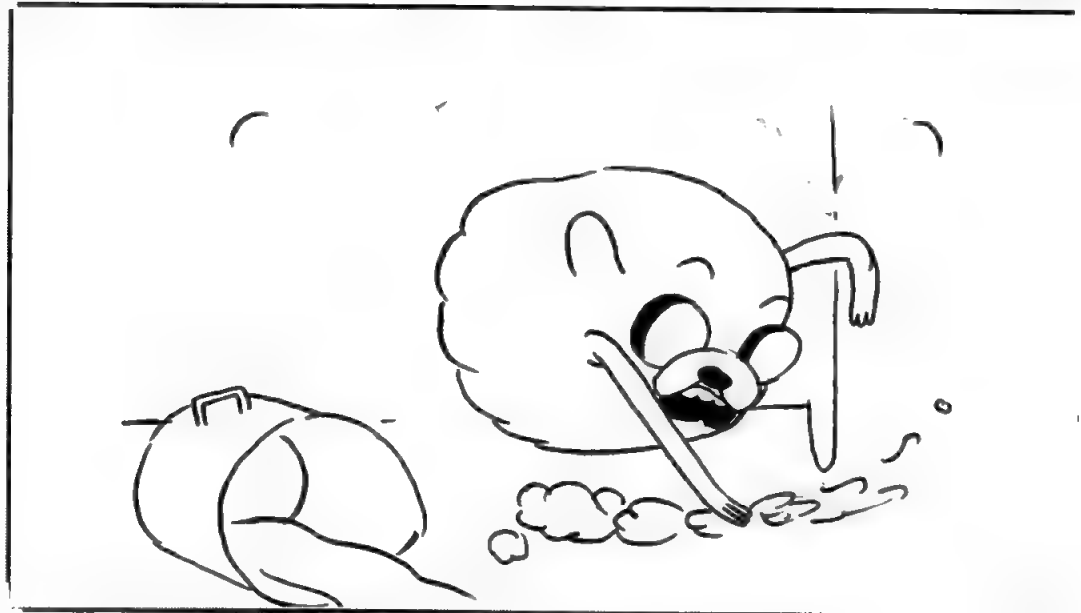
Sc.

151 CONT Pnl.

f

Bg.

Page 260
260A NEXT
day night



Dialog:

① Bam!

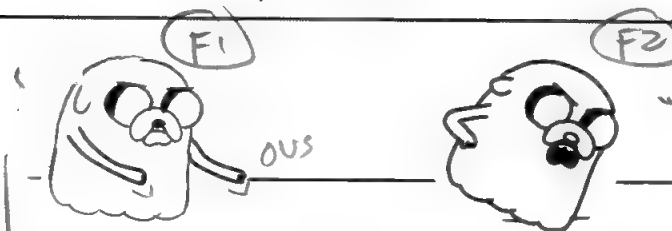
Action:

- J. SWATS GHOST FLY.

Timing:



② Shouldn't
have tried to
kill me, son.



APR 23 2014

Production:

EPISODE #

1025-181

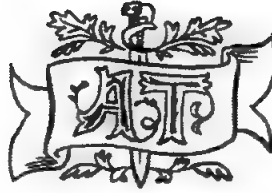
1025/181

1025/181

1025/181

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ADVENTURE TIME



Sc.

151 CONT Pnl.

G

Bg.

day night

Sc.

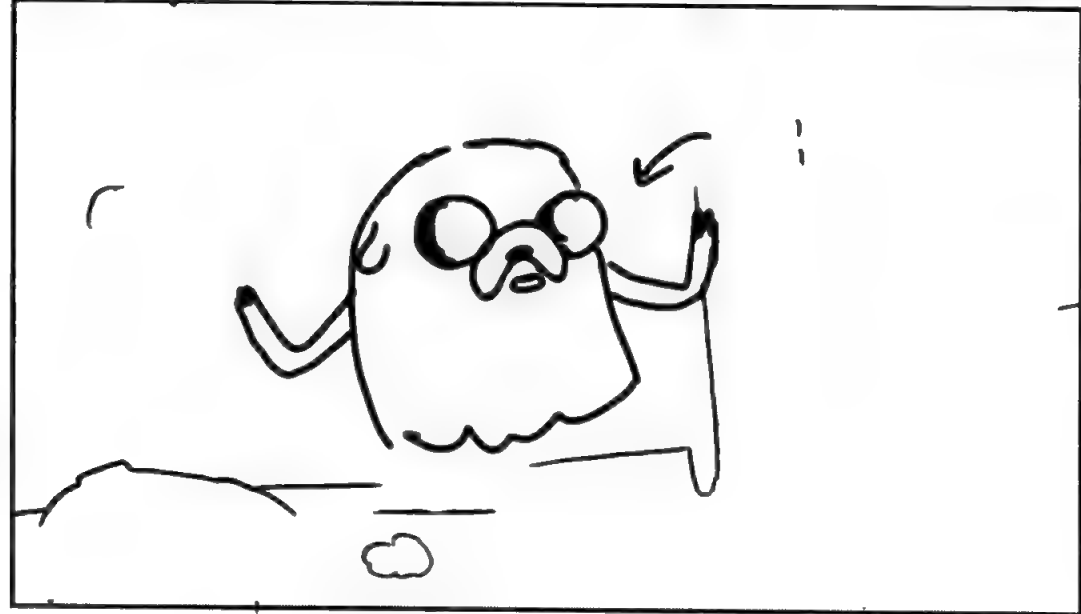
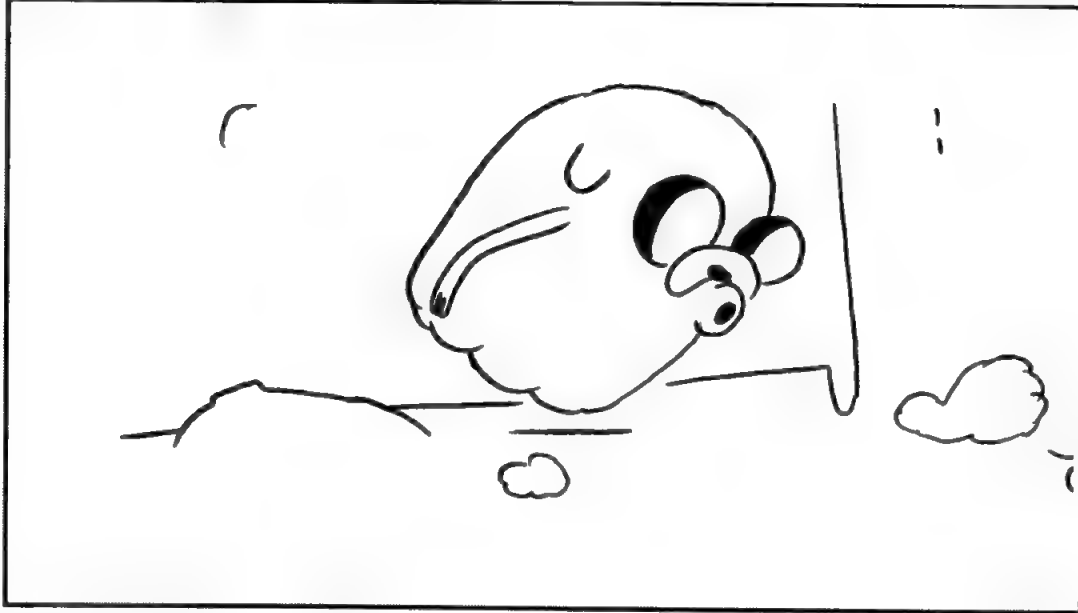
151 CONT Pnl.

H

Bg.

Page 260A

260B NEXT



Dialog:

Action:

- Jake blows dust away

ANTICS BACK ...

APR 23 2014

Timing:

EPISODE #

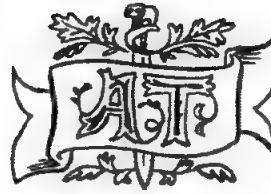
1025-181

1025/181

Production:

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ADVENTURE TIME



Sc. 151 *cont* Pnl. J Bg.

day night

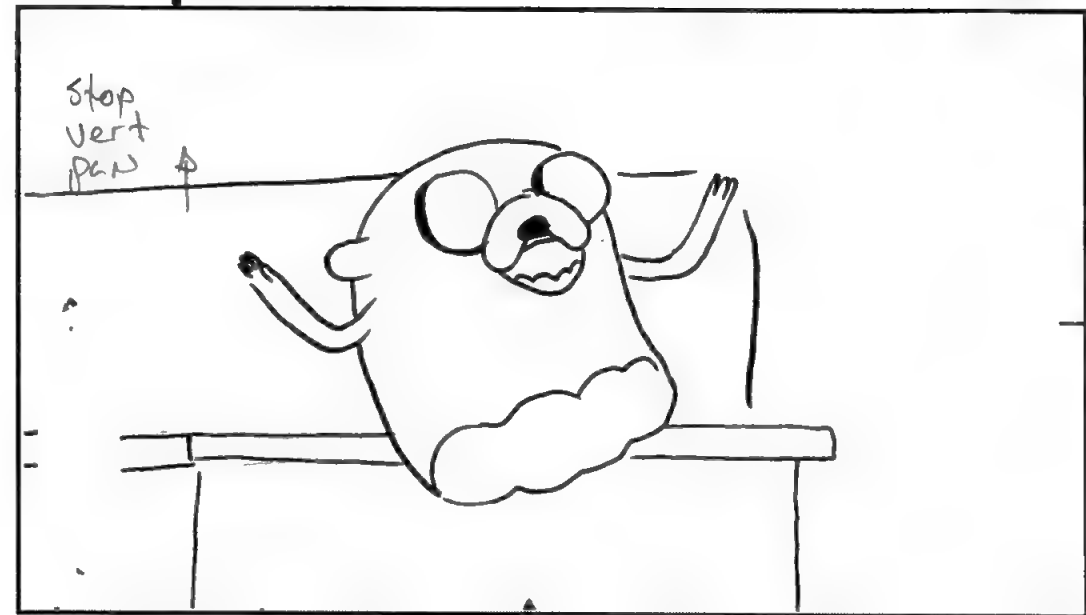
Sc.

151 *cont* Pnl. K Bg.

K

Bg.

Page 260B
26/NEXT
day night



Dialog:

Action:

Timing:

S/A
(K) →



stop

vert pan ↑

S/A
(H) →



start

(J) Yesss!!!

- J RISES
- ADJ. W/JAKE

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Production:

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ADVENTURE TIME



Sc.

151 cont
Pnl.

L

Bg.

day night

Sc.

151 cont
Pnl.

M

Bg.

Page

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day night



Dialog:

SFX: * VMMM *

⑤ : what's happening?

Action:

Jake starts to glow

APR 23 2014

Timing:

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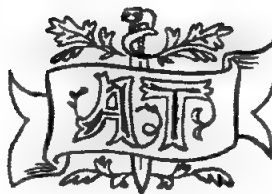
1025/181

Production:

1025/181

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ADVENTURE TIME



Sc.

151 CONT Pnl.

N

Bg.

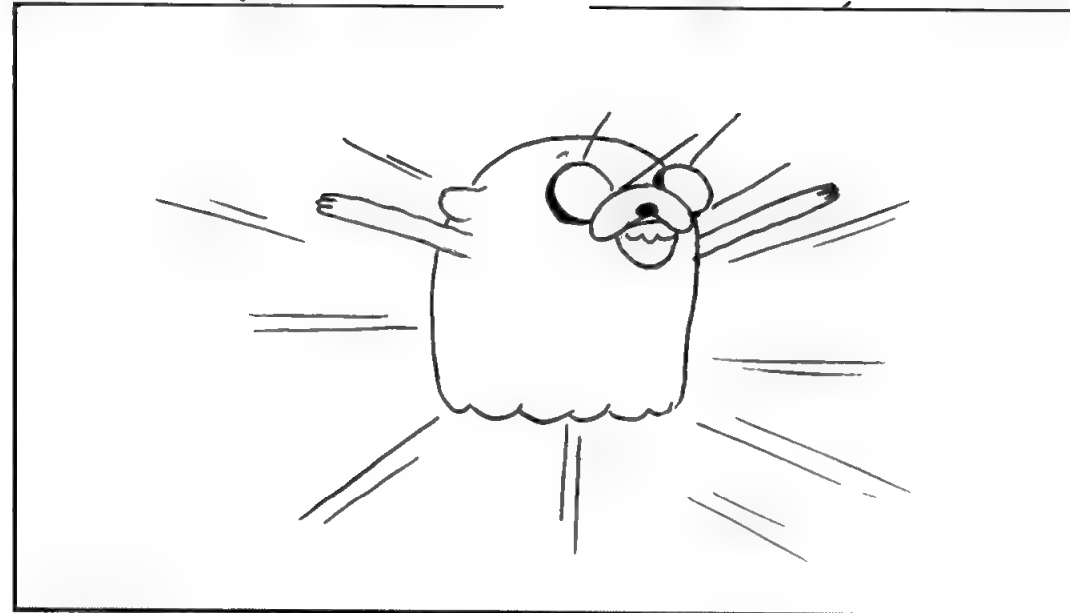
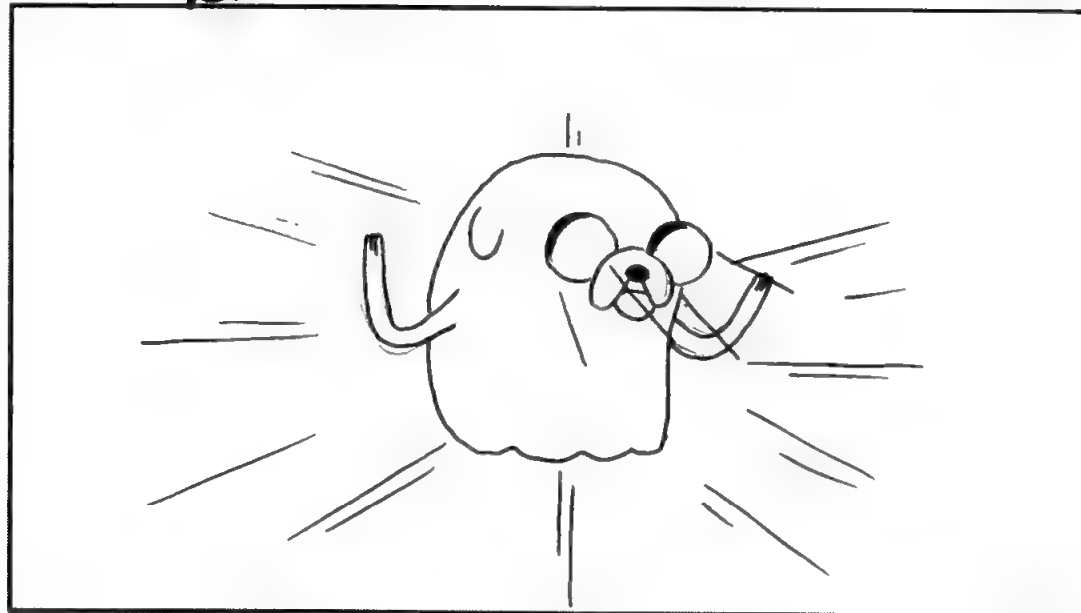
day night

Sc.

151 CONT Pnl. 0

Bg.

Page 262
day night



Dialog:

⑤ BMO must be bringing
me back

⑤ Yesss !!!
Yesss !!! BMO !!!

Action:

- LIGHT BEAMS SHOOT OUT FROM J.'S EYES

ADD 9 3 2014

Timing:

EPISODE #

1025-181

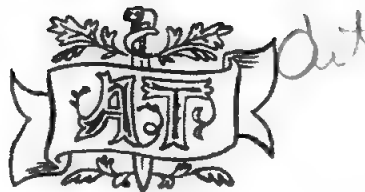
Production:

1025/181

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ADVENTURE TIME



Sc. **151 CONT** Pnl. **P** Bg.

day night

Sc. **152** Pnl. **A** Bg.

Page **263**
263A NEXT
day night

FADE TO WHITE
Fr



Dialog:

FADE TO
WHITE Fr

FADE
IN

Action:

{FADE IN}

APR 23 2014

- INT. INFIRMARY

Timing:

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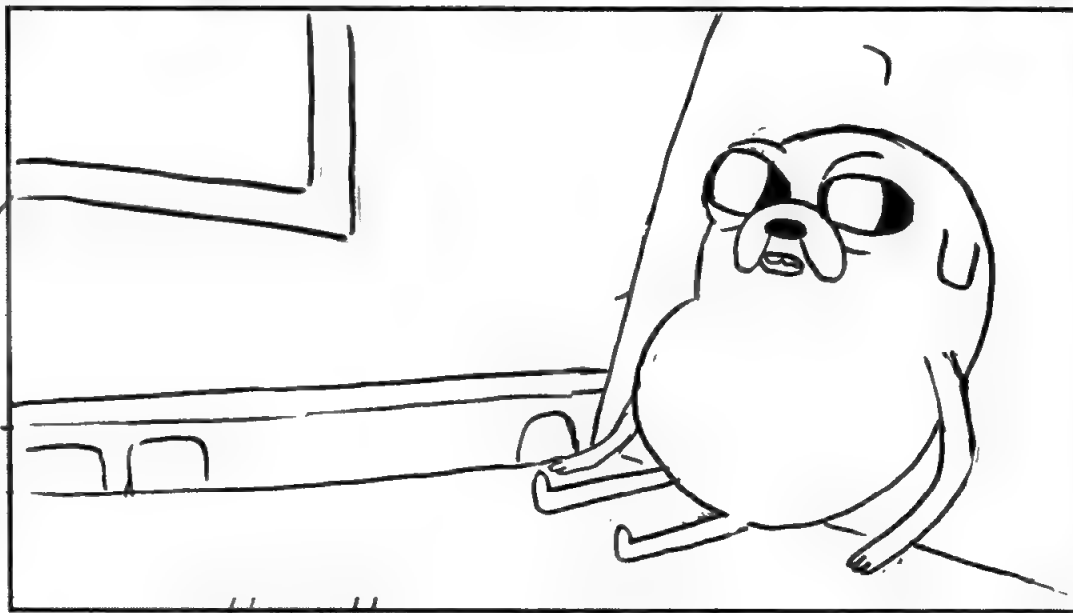
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ADVENTURE TIME



Sc. 152 CONT Pnl. B Bg. day night Sc. 153 Pnl. A Bg. day night

Page 263 A
264 NEXT



Dialog:

J: (WAKING) um...

J: BMO?

Action:

-JAKE'S EYES OPEN

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Timing:

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Production:

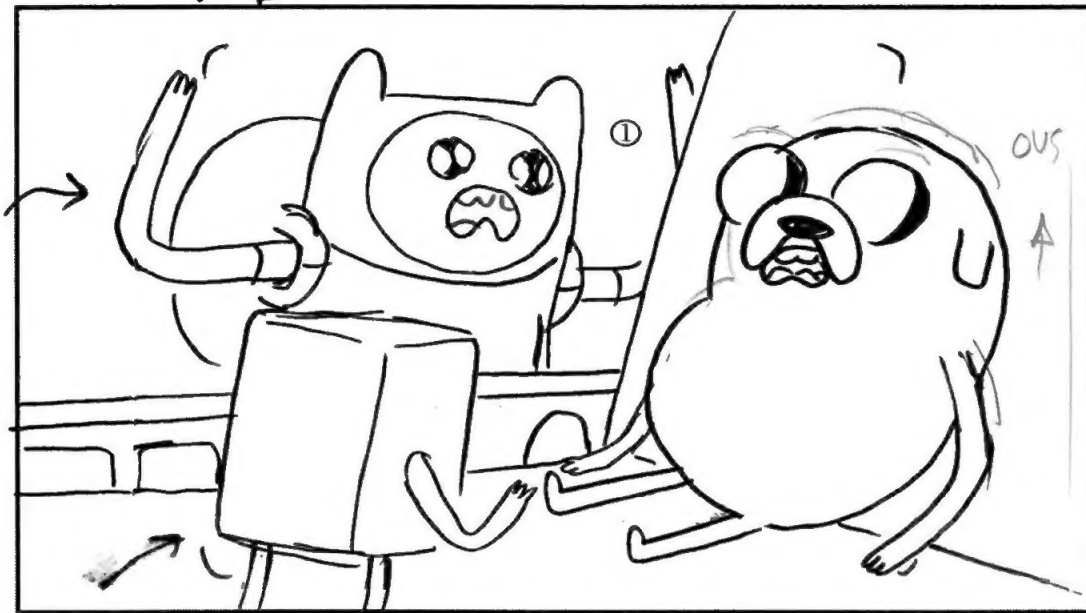
1025/181

ADVENTURE TIME

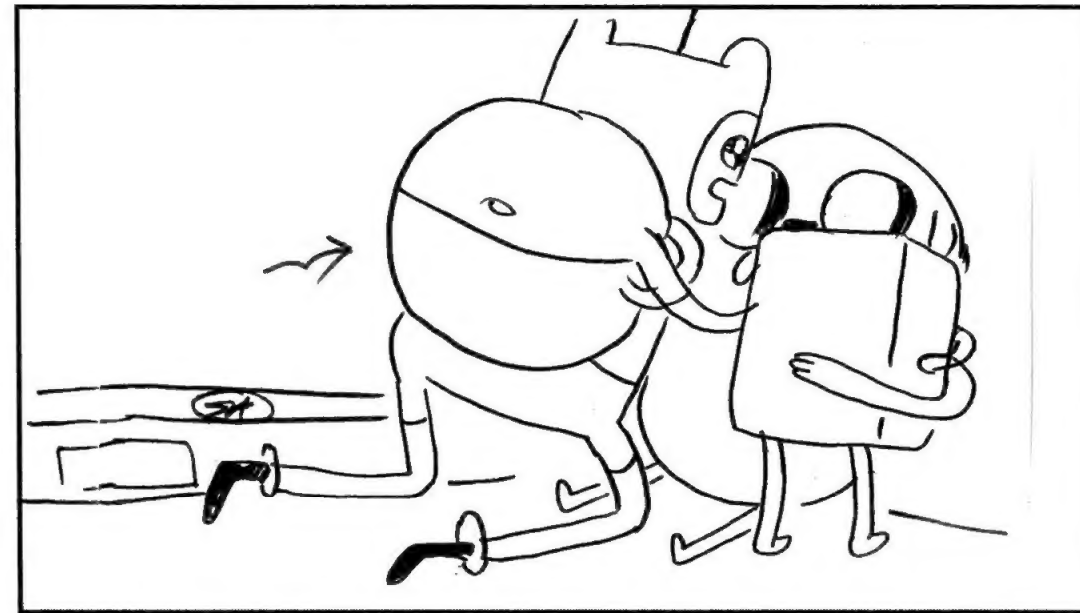


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Sc. 153 CONT Pnl. B Bg. day night



Sc. 153 CONT Pnl. C Bg. day night



Dialog:

(F) I missed you bro.
(BMO) JAKE!

(F) Don't ever leave me again.

Action:

- F+J LUNGE ON/IS.

- F climbs over bed
- F+BMO - HUG Jake, dog pile

Timing:



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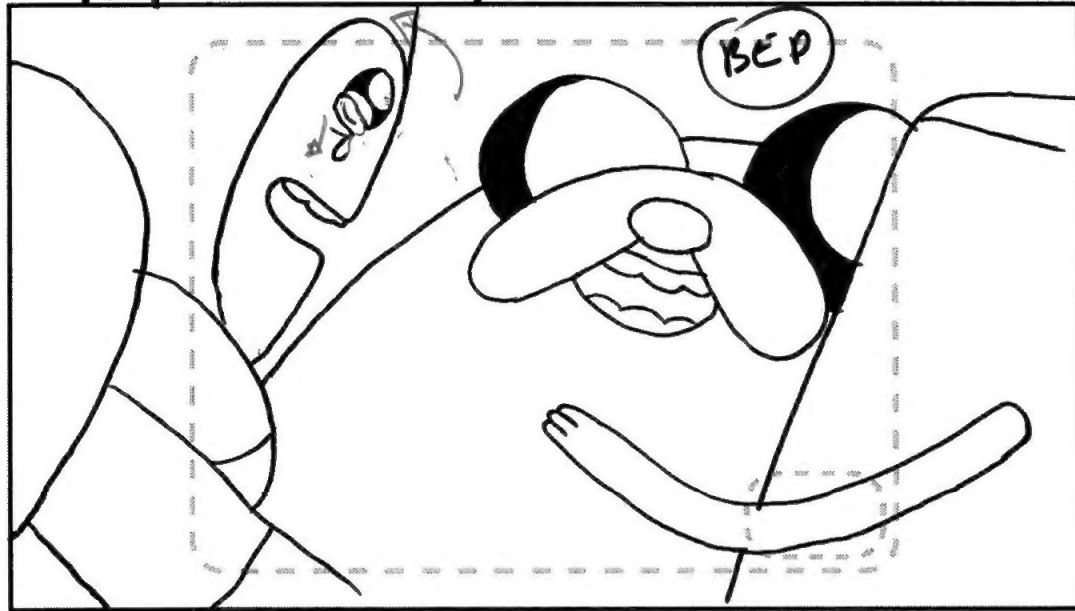
Production:

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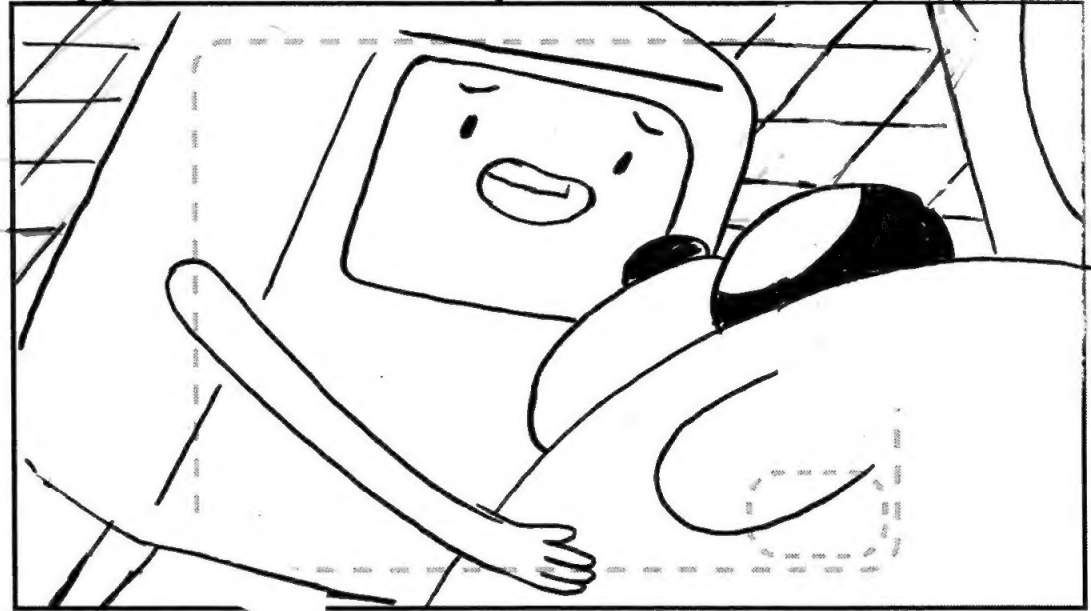
ADVENTURE TIME



Sc. **154** Pnl. **A** Bg. day night



Sc. **155** Pnl. **A** Bg. day night



Dialog:

J:

Good job **BMO, YOU BROUGHT ME BACK!**

YES...

BMO: (SKITTISH)... YAY BMO...

Action:



BMO LEANS CLOSER.

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Timing:

FIN LEANS BACK AWAY. DX TEARS -

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Production:

1025/181

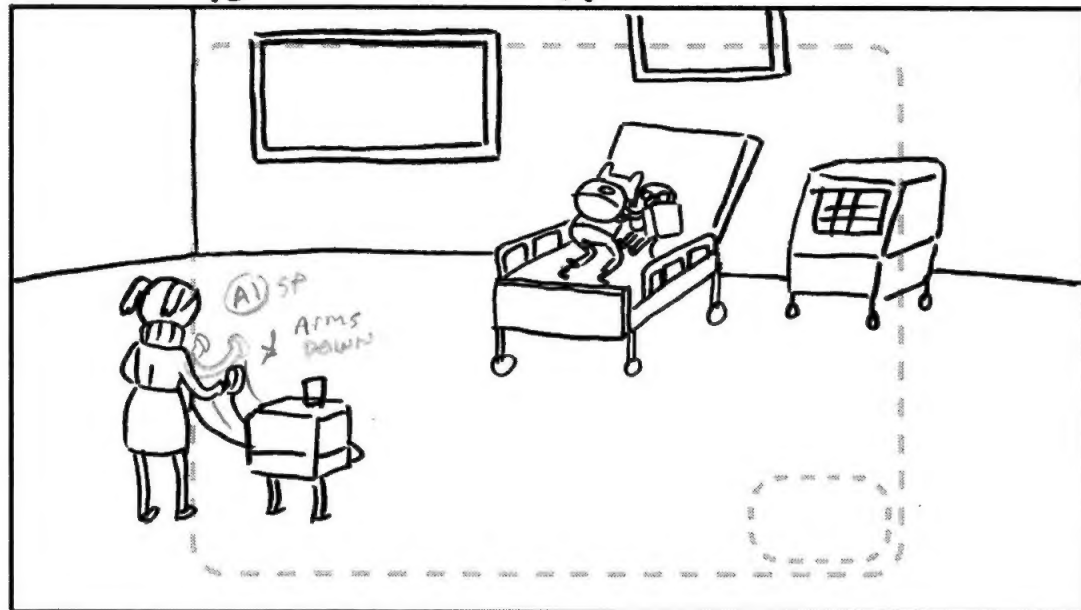
Hu
Cut

ADVENTURE TIME



Hu
Cut

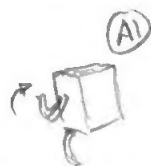
Sc. 156 Pnl. A Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:



(B:) ... BMO IS SO GOOD...

Action:

(F+ BMO HUG TAKE)

Timing:

- DR. PRINCESS+ NURSE POUNDCAKE STAND ASIDE W/ PADDLES
LOWERS PADDLES

(A1) PRINCESS & NURSE TURN TO LOOK AT EACH OTHER.

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Production:

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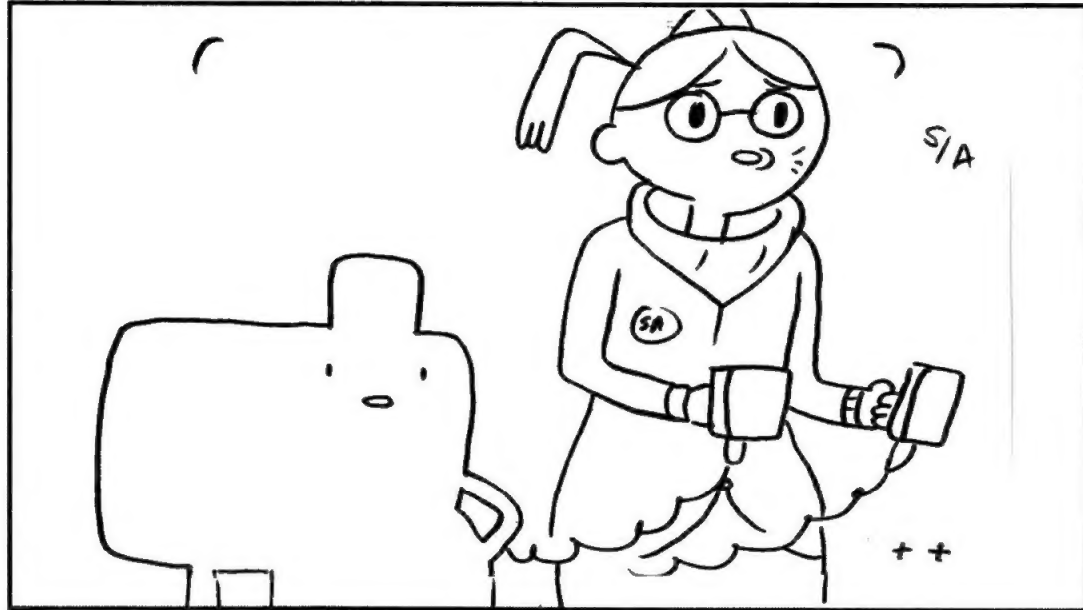
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ADVENTURE TIME

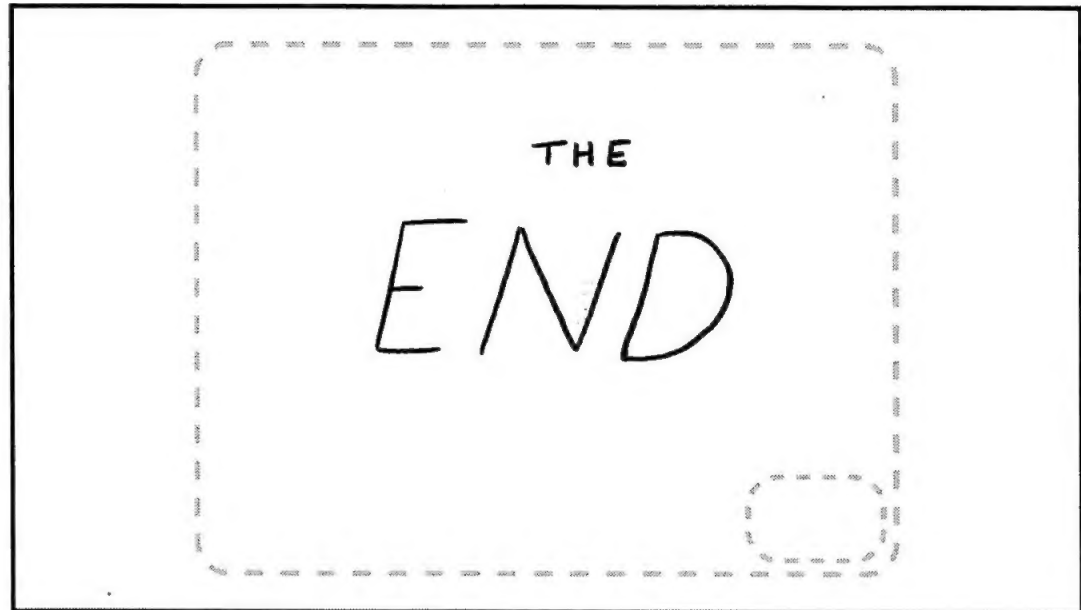


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Sc. 157 cont Pnl. 6 Bg. day night



Sc. Pnl. Bg. day night



Dialog:

DRP: PHEW.

EOIP

Action:

- DR. P SIGHS IN RELIEF.

Timing:

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Production:

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